

NEW Mortal Kombat Codes & Tricks

GP Publications, Inc.

**BIGGEST
Issue EVER!**

**GAME PLAYERS
NINTENDO•SEGA**

Game Players

NINTENDO•SEGA

STAR WARS SPECIAL!

**Super Empire
Strikes Back
Rebel Assault**

**Silpheed
Secrets
Page 146**

**Great RPG
Strategies:**

**Secret of Mana
Young Merlin
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\$3.95 U.S. & CANADA Vol. 6, No. 12
DECEMBER 1993



12

It all began when

I pushed the start button on my new

asciiPad SG-6. There was this gigantic flash, and

suddenly, I was floating in space. Just then, hundreds of

vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

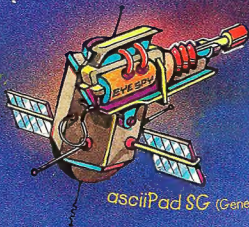
"We're sick of our swamp planet," they snarled.

"We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my

buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, blasted those lizards at over 30 shots per second.

Super Advantage (SNES) is close as you can get to an arcade joystick — but they don't have cool features like Turbo-Fire, Auto-Turbo and Slow Mo.

asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo and Slow Mo. It has cool looks, too.



asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.



Fighter Stick
Okay, not really

Still


Soon, I had 'em
all rounded up, and
boy, were they faced.

I showed them the secret weapon.
"Fighter Stick!" I shouted.

“This is a Fighter Stick!” I shouted. “Everyone on the one,” I said, fibbing a little, “so give up your attack, or else!” Before you could say, “later, gator” they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we’ll never truly be safe.

ASCIIWARE

Fighter Stick SN (SNE)



Fighter Stick SN (MSX)
The heavyweight of fight controllers. Imagine Immortal Combat.

MSX
Six buttons

nscipad S



styling. Black belt not included.

Product Information Number 109

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It just keeps getting better
EVERY TIME YOU READ IT!

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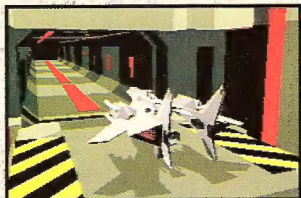
Star Wars Special

Get the Force like never before with strategy for *Super Empire Strikes Back* for SNES and a preview of *Rebel Assault* for Sega CD. Also, find out the winners of our exclusive "Design a Star Wars Boss" contest. And don't forget to check out GP Press for the latest on the new Star Wars trilogy! Help me, Obi Wan! It's almost too good to be true!

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 - Experimental Surgeon
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 - Spellcraft
 - We're Back! —
 - A Dinosaur's Story
 - The Wizard of Oz



SUPER NINTENDO
ENTERTAINMENT SYSTEM

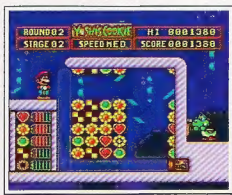
YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

It's a heapin'
helpin'
of cookie
crunchin' fun!



Challenge a friend or the
computer for more
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



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- 🍪 1 or 2 players, or play against the computer.
- 🎲 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🧩 Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
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Video Control

What a difference a year makes! This issue of *Game Players* is more than twice as big as last year's — and more packed with features, reviews, and tips than ever before. So forgive us if we pat ourselves on the back for the toughest job we've ever loved.

Things have really taken off since we combined our Nintendo and Sega magazines with the June issue, even more than we hoped for — and we had pretty high expectations. But we knew our ideas were right for both the video-game industry and our readers, and everybody's support has proved us right.

Of course, we're not the only company that's had a turnaround in 12 short months. Take a look at Sega, folks! Last year, the

shelves were empty of quality Genesis titles, and the Sega CD was off to a fairly rocky start (accessing... accessing...). The *only* bright spot on the horizon was newly signed licensee Konami. Well, Konami's released just a few (they're great, though) Genesis titles, and we're still waiting for that *Castlevania* game — but who cares! There are *tons* of other top-notch games from which to choose. And with *Silpheed*, *Rebel Assault*, and *AH3 Thunderstrike*, the future looks rosy for Sega CD as well. Even the Activator, which drew a collective groan from the industry when first announced (anybody

still got a Power Glove lying around?), turned out to be lots of fun.

There have *got* to be some guys squirming in their cushy executive chairs over at Nintendo of America — and if they're not, they *should* be. The Summer Consumer Electronics Show really marked a turning point for Sega. Nintendo's Peter Main said publicly that his company no longer saw CES as a showcase for new titles. But whaddya wanna bet the Winter CES in January is a different story? Sega just looked *too* good, from its booth to its games to its new (and vital) licensee, Capcom.

Sega's rating system came out just after the June show, and regardless of what you think about the subject, it certainly kept the company in the public eye. It *also* gave a lot of free publicity to *Mortal Kombat*, and if ever there were a title that could sell game systems, *M.K.'s* the one. All we've heard in the past few months are angry Super NES players' demanding blood — the blood of the people who took the gore *out* of the SNES version.

And finally, we mentioned it last month, but it bears repeating: Sega's advertising campaign is terrific! The unifying screaming "SEGA!" makes you watch each and every commercial, regardless of your interest in the games that are featured. And we'll bet you talk to your friends about them, too.

Whether or not Sega can keep its momentum going through the next CES remains to be seen, but we'd be willing to wager that January brings a real knock-down, drag-out fight between the Big Boys — and we can't wait to tell you all about it!

Happy holidays — and may at least one of your presents be a *Game Players* subscription.

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SYNDICATED COLUMNISTS

RANGE AND DOESN'T

POWER

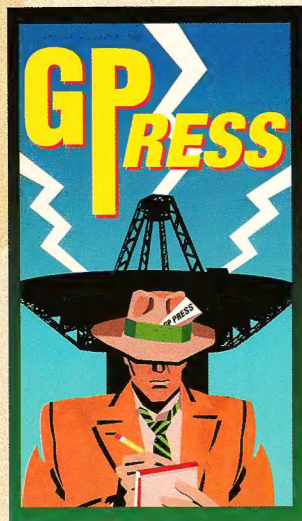
WITHOUT THE HASSLE



PLAYERS ARE ARMED AND WIRELESS! APPROACH WITH EXTREME CAUTION...

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Star Wars Prequels Finally on the Way

After years of speculation by the press and moviegoers, George Lucas is finally making plans for his next *Star Wars* trilogy. The three movies, which will be set *before* the movies that have already been made — *Star Wars*, *The Empire Strikes Back*, and *Return of the Jedi* — will be shot simultaneously within the next four years. There are no scripts yet. Lucas is reluctant to begin writing the stories until his Industrial Light and Magic crew comes up with the special-effects technology he wants to use. "I'm trying to advance the technology to a point," he says, "where a film like *Star Wars* becomes feasible."

Lucas is also planning another *Indiana Jones* movie, and yes, it will star Harrison Ford. Steven Spielberg will direct, and *The Fugitive* screenwriter, Jeb Stuart, will pen the story.

Lucas is also the executive producer on *Radicaland Murders*, a romantic/murder mystery/comedy that began production in Wilmington, NC, last month. The story —



the events that take place on opening night of a radio station in 1939 — is one Lucas thought of 20 years ago while directing *American Graffiti*.

According to *Variety*, the three *Indiana Jones* movies grossed \$620 million in the U.S. alone; the *Star Wars* trilogy brought in \$808 million.

Will Sega's Saturn Run Rings Around Competition?

Hitachi and Sega Enterprises have reached an agreement that should have a phenomenal impact on Sega's rumored 32-bit Saturn machine. Hitachi will develop a 32-bit RISC chip and provide it to Sega for use in its multi-media home-game machine.

The Saturn machine should be released next autumn. We hear that it will be equipped with a CD-ROM player and will have sharply increased data-processing speed and high-speed, full-color moving pictures. Hitachi will develop and market multimedia equipment for business and education using the Saturn as a basis.

A spokesperson for Sega of Japan told *Game Players* that the company has already provided specifications for the Saturn to certain software companies.

Top Ten Worst Stocking Stuffers

10. radioactive isotopes
9. Barry Manilow 8-tracks
8. a pet rattlesnake
7. a barbed-wire jump rope
6. a one-button controller
5. dental floss
4. *Coneheads* action figures
3. a Tony Danza Pez dispenser
2. Mets tickets
1. Spam

Super Mario 5 for Summer Release?

Production is underway for *Mario 5*, the next SNES version of Nintendo's blockbusting series. We hear that the sprite maps and storyline is complete, and that more than 30 developers are completely devoted to this one project. Normally a team works on as many as five games at a time. Programming wizard Sigeru Miyamoto is at the helm. Nintendo hopes to have the game ready for a summer '94 release.

Zelda V is in pre-production, but work is progressing on the story. Evidently, players will have between four and ten characters from which to choose, and each character gets his or her own ending. Sources tell us that Link's little brother will help out in this quest.

Wish LIST

Games We Wanna See in Development

Forbidden Planet: now that a remake of the 1956 sci-fi classic is in the works, a video game can't be far behind. Calling Robby the Robot...

Rocko's Modern Life: NickToons' natural successor to *Ren & Stimpy*, and besides, we like to watch Spunky fill his water bowl.

Spaceman Spiff: Volume 2 of the "Calvin and Hobbes" collection. It could be better than *Silphed* — there are teachers to blast!

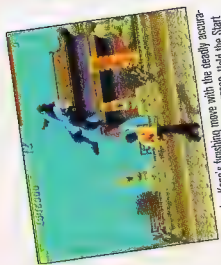
Pterodactyl Woman from Beverly Hills: we'd buy a game version of this in-the-works Beverly D'Angelo movie just for the title — and we know you would, too.

The Virus: Chuck Pfarrer's comic book has everything — smart machines, intergalactic computer viruses, and replicating body parts.

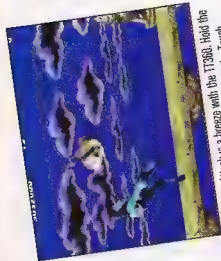
Wish List Update

Hey — we've gotten our wish. Actually, a couple of them. Several games from our past Wish Lists are now in development. *Wolfenstein 3D*, of PC fame, is on the way from Imagineer. And THQ has picked up *Seaquest DSV* for Nintendo and Sega platforms.

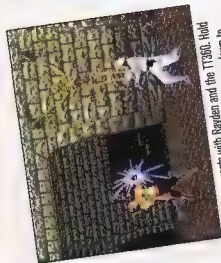




Throw Lu Kang's finishing move with the crouching attack of the crouching control on the T1360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



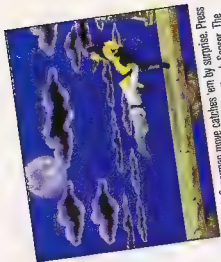
Kang's Spin Attack is a breeze with the T1360. Hold the Start Button and spin your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



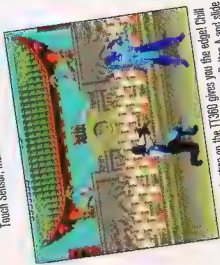
Fry your opponents with Rader and the T1360. Hold the Start Button and spin your thumb down to turn toward your enemy.



Team 'em up with Kang's Kettle Attack. The T1360 is crouching-easy! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



Pruss's Superman move catches you by surprise. Press the away-away-toward on your T1360's Touch Sensor. The slide from away to toward gives you the win with special speed, without the numb thumb!



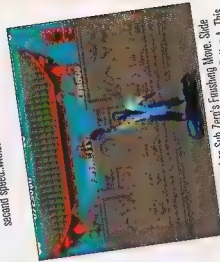
Read the game screen on the T1360 gives you the edge! Click 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the T1360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



Get over! Super! The T1360 brings 'em close with Scorpion's Spin. Simply press the Touch Sensor away to slide and press Button A.



Saved some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want — easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™. The Ultimate Fighting Machine for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate — you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.

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SOFTWARE ETC. TOP TEN GAMES

based on unit sales for September

- | | |
|--|---------------------|
| 1. <i>Mortal Kombat</i> (Genesis) | Acclaim |
| 2. <i>Mortal Kombat</i> (SNES) | Acclaim |
| 3. <i>NHLPA Hockey '94</i> (Genesis) | Electronic Arts |
| 4. <i>SF II Special Champion Edition</i> (Genesis) | Capcom |
| 5. <i>Super Mario All-Stars</i> (SNES) | Nintendo of America |
| 6. <i>Bill Walsh College Football</i> (Game Gear) | Electronic Arts |
| 7. <i>SF II Turbo</i> (SNES) | Capcom |
| 8. <i>Mortal Kombat</i> (Game Gear) | Acclaim |
| 9. <i>Jurassic Park</i> (Genesis) | Sega of America |
| 10. <i>Bill Walsh College Football (4-Way)</i> (Genesis) | Electronic Arts |

Still Boldly Going?

Paramount may be rethinking its cancellation of *Star Trek: The Next Generation* to pilot the cast to the silver screen. We hear that the entire cast was recently signed to two-year contracts, even though 1993-94 was supposed to be the final season. And the ratings for the season premiere broke records. In addition, *Deep Space Nine*, the show that was launched to take the place of *The Next Generation*, still hasn't captured the full audience of the latter.

Meanwhile, plans are still in the works for a big-screen version of *ST: TNG*, which will have a time-traveling theme so stars from the original *Star Trek* can make appearances. Leonard Nimoy has been approached to direct the flick.

Mega Mistakes!

Some last-minute changes to *Mega Man X* reached us after our November issue had gone to press. Here's the update:

- new release date: January 1994
- The Robo Police now called Maverick Hunters
- Zero is a new character who helps Mega Man
- Boss name changes:
 Sting Chameleon to **Sting Chameleon**
 Storm Eagle to **Storm Eagle**
 Burnin' Noumander to **Flame Mammoth**
 Icy Penguin to **Chill Penguin**
 Spark Mandriller to **Spark Mandrill**
 Armor Armorge to **Armored Armadillo**
 Launcher Octopuld to **Launch Octopi**
 Boomer Kuwanger stays the same

Autumn Movies Featured in Trading Cards

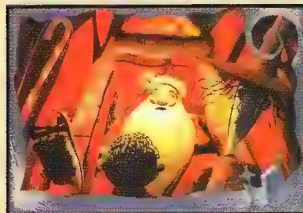
Two hot movies from the autumn are featured in new trading-card series by SkyBox.

Demolition Man, which set a box-office record its opening weekend, is the subject



of a 100-card set, which features behind-the-scenes shots of stars Sylvester Stallone and Wesley Snipes, as well as a ten-card subset showcasing the futuristic cars used in the movie.

And Tim Burton's *The Nightmare Before Christmas* is the subject of a 90-card series. The cards feature Jack



Skellington, Zero, Sally, Lock, Shock, Barrel, and the rest of the puppets from the movie, as well as a behind-the-scenes subset. Four bonus Spectra cards are randomly inserted.

Mortal Movie

Midway Manufacturing Company and William Electronics Games have set up deals for both a feature film and a television series based on *Mortal Kombat*. More details later.

Dinosaurs Devour E.T.

After only four months after its June release, *Jurassic Park* surpassed *E.T.* as history's highest-grossing movie worldwide. As of October 7, *Jurassic Park* had earned \$712.1 million (\$326.1 million domestic and \$386 million foreign. This was without most of Europe — the movie had yet to open in France and Spain and had just opened in Germany and Italy. *E.T.*, released in 1982, has worldwide earnings of \$701 million.

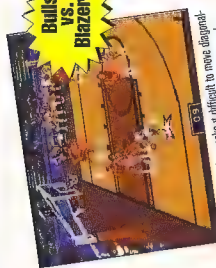
Director Stephen Spielberg now has credits in four of the top 10 all-time money-makers — in addition to *Jurassic Park* at #1 and *E.T.* at #2, his *Indiana Jones* and *The Last Crusade* (1989) ranks sixth, and *Jaws* (1975) holds ninth place.

And, of course, *Jurassic Park* is still raking in the bucks. MCA Pictures chairman Tom Pollock thinks the movie will eventually gross \$900 million, perhaps even topping the \$1 billion mark for the first time in history.

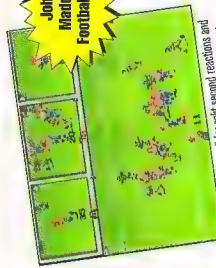
The video-game versions of *Jurassic Park* aren't doing too shabby either. The Genesis version is a top hit and sales of SNES, NES, and Game Boy are brisk.

LaserActive Preview

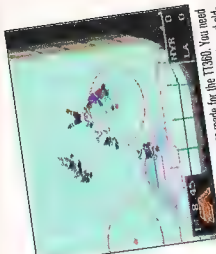
From the makers of the LaserActive, the new interactive video game system, comes the first game in the series, *The Legend of Zelda: The Wand of Gamelon*. This game, the first in the series, is a story of a young hero who must defeat a powerful enemy to save the world. The game is available in both LaserActive and LaserDisc formats. The game is available in both LaserActive and LaserDisc formats. The game is available in both LaserActive and LaserDisc formats.



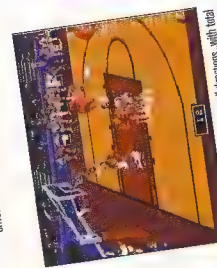
Bulls vs. Blazers™



John Madden Football™ '93**



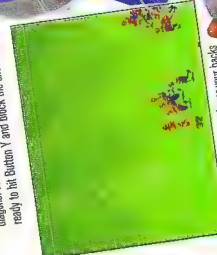
Most SNES controllers make it difficult to move diagonally. The T360 gives you the power to make diagonal drives on the net with no north thumb!



The T360 lets you move faster...at all directions, with total circular control. Take left and right as you drive for the net, then Shoot A for the Jump Shot.

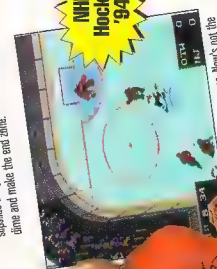
*Shown on SNES **Shown on Genesis

The T360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.



Now you can have tight control over your backs in an end run. The T360 makes it easy. Left, Upward and Up in a simple thumb action. The advantage is yours. Drive for the goal posts.

Pass plays call for split second reactions and timing. The T360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



NHL Hockey '94**

You're on breakaway, one-on-one. Now's not the time for your controller to let you down. The T360's smooth Touch Pad lets you switch direction to take-out the toughest defense men.

Go to Left Diagonal and go for the goal.

PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports' games, you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™. The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad.

So, play with an unfair advantage. Play with the Turbo Touch 360.

Top Scoring Moves™



Turbo Touch 360. The Ultimate Scoring Machine.

Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.

Turbo Touch 360™ & EA Sports® Games. The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7479.

Bulls vs. Blazers and the NBA Playoffs™, John Madden Football™ '93, and NHL Hockey '94 are registered trademarks of Electronic Arts. © 1992, 1993 Electronic Arts.

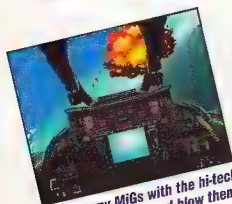
Product Information Number 141

TIME FOR MORTAL

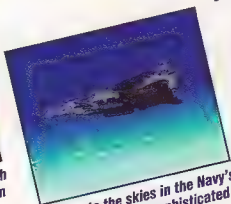


Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battle tank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!



Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

SOME REAL COMBAT!



ALL NEW!
16
MEGS
OF POWER!

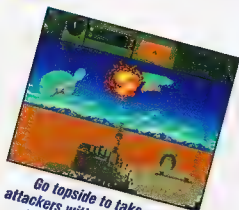
And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.



ABSOLUTE™

Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!



Go topside to take on attackers with the high-speed Phalanx machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!

"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

Then It Hit Me."

"What makes PELE! Soccer for the Sega™ Genesis™ better than any other soccer game out there? It's not only designed by game experts, it's designed by the world's greatest soccer expert. Me. So you get soccer the way Pele plays—all out, intense, world-class. My 30°-35° slanted field perspective gives you the truest sense of how enormous a real soccer field is. Built-in 'Team Logic' means players move toward the ball being passed by a team mate. Plus, the player images on the screen are extra large and digitized—actually roto-scoped from video footage of soccer

players. You can adjust player attributes like ball control, speed, stamina, shot accuracy and aggressiveness. Customize team colors. Select your starters. Sharpen your skills in goalie or shootout mode. Then take on dozens of international challengers in exhibition, 40 game season or tournament play. Master a mix of intense soccer moves—bicycle kicks, headers, sliding tackles, traps and dives. Hear digitized crowd noises and international soccer fight songs. Not finished with a match? Hey, no problem. The 'memory chip' allows you to save season and tournament play, win,

loss and tie records, and goals scored. And, for your own team, the 'memory chip' also saves individual player stats including games played, goals, assists and fouls. This is the way soccer was meant to be played. How would I know? Let's just say I did all the research." To order, head over to your favorite retailer or call 1-800-245-7744.

Free Soccer Ball With Every Purchase!*

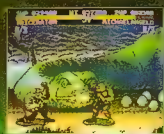


*While supplies last. See package or retailer for details. Licensed by Sega Enterprises for play on the Sega Genesis System. Sega and Genesis are trademarks of Sega Enterprises Ltd. (S.E.). Pele's signature and Pele's likeness are trademarks of Glaxo Establishment used under license by Accolade, Inc. © 1993 Accolade, Inc. All rights reserved.

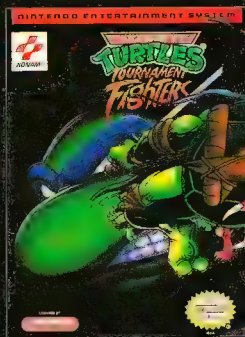
Product Information Number 105



KONAMI



GO AHEAD,
PICK A FIGHT!



TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™

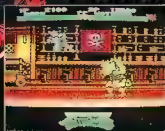


But be prepared, because Tournament Fighters for Super NES,® Sega Genesis and NES™ puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage

street hardened warrior drooling with anticipation.

One game, three unique versions!

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant



maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack.

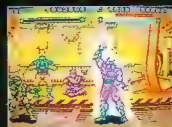
Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

Hit the streets and pound more than pavement!

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced



real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!



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Product Information Number 210

A stylized, pink, cartoonish illustration of a character with large yellow eyes, black whiskers, and a black mustache, set against a dark background. The character has a round, pink body with a small, dark, triangular shape on its chest. It has large, yellow eyes with black pupils and thick black eyelids. It has a black mustache and several black whiskers. The character is positioned in the center of the page, with its body angled slightly to the right. The background is a solid dark color, possibly black or dark brown. The overall style is reminiscent of a vintage comic book or a stylized illustration.

NEW FROM

Product Information Number 147

Sega and Electronic Arts are teaming up to produce more games that use Sega's six-button controller. Other six-button games include Sega's *Virtua Racing* and *Sonic CD*; Acclaim's *Mortal Kombat* and CD version of *WWF Rage in the Cage*; and Capcom's *Street Fighter II Special Champion Edition*.

The *Fugitive*, *The Beverly Hillsbillies*, and now — *The Prisoner*? It looks like the 17-episode cult classic is the latest sixties series to jump to the silver screen. ITC, which owns the rights to the Patrick McGooohan show, will develop a full-length movie version. In *The Prisoner*, an intelligence agent who knows too much is incarcerated in a prison where inmates are known only by numbers.

A kid's version of "American Gladiators" called "Camp Gladiators" is in the works. Contestants will answer questions, then participate in the various events.

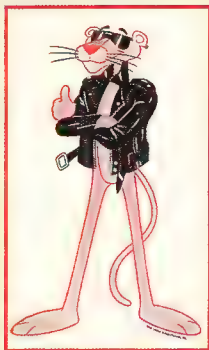
"Saturday Night Live" alumni Dana Carvey and Jon Lovitz are teaming up for *Tucson*, a period Western comedy. Carvey and stand-up comedian Rick Reynolds wrote the script.

The Muppets try to stay high and dry in their next movie, *The Muppet Treasure Island*, which is based on Robert Louis Stevenson's adventure classic. Jim Henson Productions begins filming this fall for a spring '94 release. As always, live actors join Kermit, Miss Piggy, Scooter, and the rest.

Jim Henson Productions is also working on a live-action *Pinocchio* and a film version of the Stephen Sondheim fairy-tale musical *Into the Woods*.

TecMagik was one of several dozen companies to sponsor a booth at the Starlight Foundation's fundraiser "Celebrate Starlight" October 2. The day-long event — which featured a carnival, games, food, entertainment, and celebrities — raised money for the Starlight charity, which grants wishes to seriously ill children.

Kids visiting the TecMagik booth met Starlight's mascot, The Pink Panther, and got to play TecMagik's new game, *The Pink Panther Goes to Hollywood*. They also could win certificates for free games, comic books, stuffed Pink Panther toys, and serigraphs donated by MGM and Pink Panther creator Friz Freleng.



Sunsoft's platform/puzzle game starring *Garfield* has already been released in the United Kingdom. Can it be long before it reaches U.S. shores?

We at *Game Players Nintendo-Sega* would like to apologize for an ad in our November issue from a Florida company called Challenge International. When we accepted the ad, we did not realize it would be for what is essentially equipment to pirate Super Nintendo games. Naturally, this is an illegal practice that's unfortunately running rampant throughout the video-game industry, and the result is often higher prices for you, the consumer. An ad from Challenge International scheduled for this issue was immediately cancelled, and again, we apologize that the ad ran in our publication at all.

***Get Knocked
Flat On
Your Grass.***

You're down by six
and Junior Seau just
sacked you again.
Now it's 4th and 18
with only a minute to
go. Should you go long to Sterling Sharpe,
or dump it in the flat to Thurman Thomas?
In *Unnecessary Roughness*, it's your call.
But don't worry. You've got all the NFLPA

pros you'd ever need to build your team. Like "Neon" Deion Sanders, John Taylor, Michael Ivins. And many more. *Unnecessary Roughness* brings hard-hitting excitement of pro football to life like never before. Hair-raising hits. One-handed catches. And sensational sacks. All coming right at you in extra-large, rotoscoped player graphics.

with Al Michaels' play-by-play. The Sega version also features a field that gets more torn-up with every play, while the PC version features infinite camera views that actually put you down on the field. So suit up and get ready. Because this football game is as real as you can get. Without getting hit.

AL MICHAELS
ALL THE SNOT?

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Available in November for the IBM and 100% compatibles. Available in December for the Sega™ Genesis™ System.

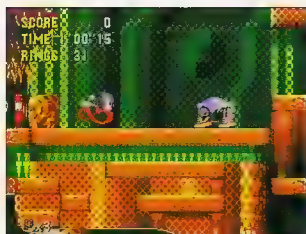
All screens shown are IBM VGA displays

Product Information Number 105



SONIC

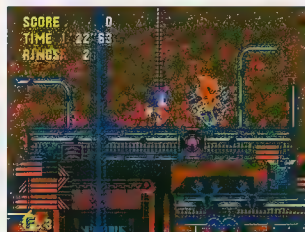
CD GOES SONIC



Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



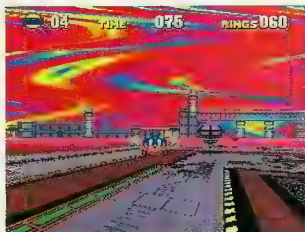
New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



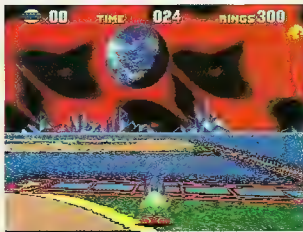
New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound!™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

GOES CD



Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?

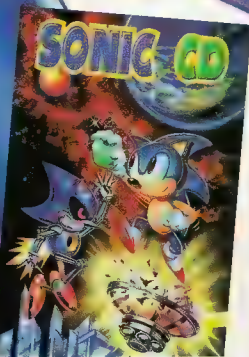


Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

WELCOMETOTHENEXTLEVEL™



SEGA CD

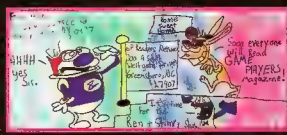


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Ren and Stimpy Mania!



Jeff Markwardt of Fargo, ND



Eric Norat of Wesley Hills, NY



Kristy Brewer of Baltimore, MD



Josh Reid of Op. KS



Allison Ricketts of San Antonio, TX



Paul A. Spalvier of Brantford, Ont.



Aaron Ware of Tijeras, NM



Desiree Petersen of Neosho, MO



Chris Rhyme of Oroville, CA



Jason Sagmiller of Long Beach, WA

The Complaints Counter

I have a few questions for Sega. First of all, why does Sega hate its games? If *Death Enforcers* weren't TMA, if my parents would have let me buy it, doesn't Sega realize that the rating on games will only bring down its sales by the thousands? This is very disturbing. I just missed out on a great game due to this rating system.

www.ck12.org

Shirley, E. B., *U.S. National Acad. of Arts & Sciences*
Shirley, E. B., U.S. National Acad. of Arts & Sciences

could know what games to choose to play, you can use the ratings as a chance to develop your debating skills. I'll offer you cited examples of violence in other, lesser-rated games (e.g., Splatterhouse springs to mind), and we know that Naimo was upset by its MA-13 rating, or is TV shows that you watch, you might encourage them to put you, whose interests in Letter Enforcers, Eerie Tractor, they'll take away your privilege and it privileges entirely.

Really, that's kind of Japanese: releases of video games are much cooler than their watered-down American counterparts. I don't just mean anime games with 12-year-old heroines sporting cleavage and big hair, but ordinary games like the Super Nintendo games in particular.

and a few of the boxes in the air" are blowing people through windows, and I've been told some of the *Street Fighter*-style games have different combination boards.

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 84

When will we take a good wrestling, game, or Genesis or SNES? I think both systems are too hooked on the WWF. All they give you are basic moves, then you have a power move. They should take notes from NEO, GFA and make a game like *Samurai*.

© 1999 by John Wiley & Sons, Inc.

Your Time Will Come.

TIMESLIP

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.



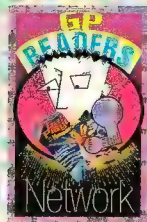
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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 **VIC TOKAI INC.**

22904 Lockness Ave., Torrance CA 90501
Tel. (310) 328-8880

Product Information Number 238



Nintendo vs. Sega

I want to give you my opinion of the Nintendo vs. Sega fight.

Three years ago, I bought a Genesis and three games. I now have 5 cartridges, two old controllers, and two six-button controllers, the Sega CD, and 14 GP games. I love Sega, but that doesn't mean that I don't give credit to Nintendo for the things it does.

3. Sega Channel: Sega gets a point for this one. It's something that no one else has going for them — the way we're playing.

Sega 1, Nintendo 0

2. EX Chip: Wow, giving players the chance to see 3-D graphics is really cool, and the chip to maximize speech is something spectacular. Nintendo should give us more games with it, too.

Sega 1, Nintendo 0

3. Virtual VR: VR, goggles, graphics moving through your head. I gotta say it.

Sega 2, Nintendo 0

4. The Activator: It will get me to the game, giving kicks to the bad guys. Cool!

Sega 3, Nintendo 0

5. Game Ratings: I have two sisters, one is the other 9. With a GA rating, I know my little sister is playing a good video game without inappropriate scenes.

Sega 4, Nintendo 0

6. The Games: Nintendo won last year, and now Sega has better games. But better the Nintendo? Call it a draw.

Sega 5, Nintendo 0

7. The Edge: 16, 32, 32 and Sega — this will be so popular that you won't be playing.

Sega 6, Nintendo 0

SEGA WINS

Alfreda Martinez
Trapani, Michigan
Mexico

Trust Anyone Over 30

There are a lot of us SNES players over 30, and we love games like *Shadowgate*, *Deja Vu*, *Shadowrun*, and *Maniac Mansion* — but these types of games are few and far between. Come on, guys! It's not just a kid's world out here!

M. George
Shelleyville, TN

I've taken all I can stand and must get this off my chest: I'm a 33-year-old RPGer. I started out a few years ago with the NES and played every RPG I could find. Then the games got few and farther between. I got a SNES and Genesis, too, but the games stopped coming, and the market was flooded with garbage, garbage, and more garbage. Why can't the game companies find anyone to hire that can develop a game? Seems that they can only copy Hollywood. And I'm so sick and tired of seeing these fighting games! Any brain-dead zombie can press a button 7000 times a second. What's the point?

Peter Etienne
Loretto, TN

Envelope Art



Josh
Kramer of
Camas, WA

First Place:
Frederick
Hildebrandt
of Jackson-
ville, FL



Aaron Bruwer of Fairfield,
OH



Josh Reid
of Op, KS



Ryan Pitka of Saskatoon,
Sask.



Blake
Bennett of
Lexington,
KY



Drew Beckmeyer of Los Angeles, CA

Attention all artists! Best envelope art for January wins Acclaim's Turbo Duo wireless remote for SNES or Genesis. Send your art to the Readers' Network!

8 Ask the Magic Eight Ball™

Are you going to have more Ultimate Strategy guides? I loved the information in the #1: *Shining Force*.

Eric Vice
Dayton, KY

Signs point to yes.

Are *Eek! the Cat* and *Super Godzilla* for SNES any good?

Treva Singh
New York, NY

Cannot predict now.

Didn't you spell wrestler Shawn Michaels's name wrong in your article on *WWF Royal Rumble*?

Tammy Stamps
Muskogee, OK

As I see it, yes.

Will there ever be a *X-Men: The Arcade Game* for Genesis?

Chris Hearnson
Redondo Beach, CA

Reply hazy; try again.

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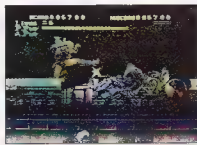


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Overcome

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Product Information Number 104



The Pen Pal Connection

I'm 14 and would like to get in touch with any NES, Game Boy, or Genesis owners. We can trade tips and just be pen pals.

Joelle Brady
34 Rosewood
West Seneca, NY 14224

Single male looking for a person to swap hints, tips, passwords, and codes for SNES, Genesis, and Game Boy — or just be normal pen pals.

Andrew Hill
67 Arlington Street
Regina, Sask. S4S 3H9
Canada

I'd like to get in touch with other NES players for tips or strategies or just to be pen pals. I'm 13.

Christina Barber
11133 Hunters Blvd.
Indianapolis, IN 46236

I'd like to get in touch with other NES and SNES players so we can exchange tips and/or be pen pals. I'm 14.

Robbie Mandt
1703 Tall Pine Circle
Safety Harbor, FL 34695

I'd like to get in touch with someone who I can talk to about Genesis and to exchange tips, hints, and codes. I'm 13.

Matt King
6677 Claxton Drive
Kalamazoo, MI 49001

I'm ten years old and would like a pen pal to share tips and secrets for my Genesis and NES.

Colin Skidmore
10 Yorktown Drive
Shamong, NJ 08088

I'm a 14-year-old video-game fanatic looking for a girl between 13-15 to talk to about games and other stuff.

John Donovan
156 North Monterey Drive
Kankakee, IL 60901

I'm a 13-year-old girl who is interested in becoming pen pals with other Genesis players.

Amanda L. Hamington
21 Blueberry Lane
Brooklyn, CT 06234

I'd like to get in touch with other major SNES gamers like myself to exchange tips or strategies. I'm 13.

Brian Fitzpatrick
P.O. Box 32
Scituate, MA 02066

I'd like to exchange tips for SNES and NES with another player.
I'm 11.

Nikki Lamberson
1409 Jefferson Street
Pekin, IL 61554

I've been looking for a pen pal to exchange tips about Genesis.
I'm 12.

Mike Storey
10480 Meadowhurst Lane
Chardon, OH 44024

I'm looking for a pen pal.
I'm 14.

Eric DeGregorio
106 Wellington Avenue
Stratford, NJ 08084

I'd like a pen pal to trade SNES tips with or to just talk with about anything.
I'm 15.

Rick Hernandez
1715 North Avenue R
Freeport, TX 77541

I'd like to get in touch with someone and be pen pals. I'm 12 years old and in the seventh grade.

Robert Futrell
5401 Kaplan Drive
Raleigh, NC 27606

I'd like to share and get information. I don't mind who writes me — boy or girl.

Alvin Nalupara
11940 NW 18th
Pembroke Pines, FL 33026

I would like to write to people and have them write back to me about Game Gear and Nintendo.
I'm 12.

Brian Baker
33 Owen Avenue
Queensbury, NY 12804

I'd like to get in touch with other gamers — preferably Nintendo players — so we could talk about gaming, exchange tips, and just be regular pen pals. I'm 13 and in the eighth grade.

Matt Hock
Box 167, Rd. #4
Mifflinburg, PA 17844

I own a Super NES, and I'd like to share tips and hints with someone or just talk about video-game stuff. I'm 15 years old and a sophomore in high school.

Ryan Parker
813 South 19th
Kingsville, TX 78363

I want to share tips with people or just be pen pals.

Earnest Bynum
P.O. Box 882
Selma, NC 27576

Wanting to be pen-pals and trade tips on Super Nintendo and Nintendo games with anyone, any age.

Randy Griffin
810 West Ohio Avenue
Unit 202
North Wildwood, NJ 08260

I love and own Nintendo and SNES, but I'm also interested in what Sega is doing. I want to know everything there is to know about Nintendo and Sega. When you're writing me back, please add a #3 on the back of the envelope

Pvt. Earl Alderson
344-70-9460, 3rd Ptl.
A-35-3
Ft. Leonard Wood, MO 65473

I want to get in touch with other Genesis fans. We could share tips on Sega, SNES, or just be pen pals.

Damian Burford
3455 Johnette Street
Shreveport, LA 71105

I'd like to have a pen pal to exchange games, codes, and tips.

Femi Shode
P.O. Box 92
Oshodi, Lagos
Nigeria, West Africa

I'm 22 and would like to converse with an Australian gamer. I'll respond to all letters.

Payton Gauldin
615 Gaston Street
Raleigh, NC 27603-1217

I'd like someone who will keep writing back. And if you're an expert, please respond to this.

Peter Fiore
26 Haight Street
Deer Party, NY 11729

I'd like to get in touch with some Game Boy, NES, and Super NES players. I prefer a boy. I'm ten.

Keith York
2128 Graydon Avenue
Monrovia, CA 91016

I'd like a pen pal to share tips with.

Brendan Wimer
84 Escalon Drive
Corapolis, PA 15108

Keep in Touch

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place. The GP Readers' Network wants you! You can reach us anytime — 24 hours a day, 365 days a year! Remember, published readers in upcoming issues automatically get a *Game Players* T-shirt, so start contacting us now!

To reach us by mail, write to:

GP Readers' Network
300-A South Westgate Drive
Greensboro, NC 27407

In a hurry? Then fax us your ideas!
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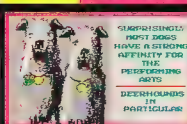
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Genie — Game Players

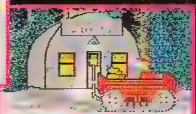
Don't forget — GP Readers' Network is for comments about video-gaming — *not* hints on specific games! These requests should be mailed to our "Game Players 27407" department.

Mario Artist Of the Month



Mike Kingsbury of Ada, MI, sent these and other pictures as a video Christmas card last year.

FROM HARRY, MIKE, TULLY AND TERRA



The Burning Question

Which is better—*Street Fighter* or *Mortal Kombat*? And who's the fighter you'd most hate to meet in a dark alley?

To have to go with *Mortal Kombat*, we masters' graphics seem much better than *Street Fighter's* real-much-any other game. And you gotta do a lot of cool finishing moves in *Mortal Kombat*. The fighter I'd least like to meet in a dark alley would probably be Sun Zai, 'cause his body temperature is stay-above degrees.

Hike, *Street Fighter II* because it was made by Capcom, the best game company ever, and because it's the best game ever in the video game world. I have *Street Fighter II Turbo*, don't plan to *Mortal Kombat* because the Super NES version sucks, and I play nothing but Nintendo. I would, however, most hate to meet Scizor in a dark alley because he only has head and spine in it of all over. Oh, hey.

3600
DUE: 12

In my opinion, *Mega-Kombat* is better than *SFII*. It has better graphics and better sound FX. Don't get me wrong, I love *SFII*, but *Mega-Kombat* was the thing everyone wants. Road!

10. 11. 2019

Mortal Kombat to **Genesis** has had 4 titles, the sound effects, and should have more characters and more special moves. You'd get bored with it in a week. **Street Fighter II** has more variety, better graphics and more moves. Kano would not be the one to meet in a dark alley because he's a coward, and it's not his world. He's not a fighter.

॥ श्री गुरुभ्यो नमः ॥
 ॥ श्री गुरुभ्यो नमः ॥

The reason is in the *fatalities*. (Come over, see Aye 4.) Sagat's head off with a dragon punch. And where's the blood? I'm only going to buy *Mortal Kombat*! Verboten! *Shin* (turbid) and like it, but it just wasn't it. *Shin* may be a veteran, but move over — *Mortal Kombat*'s gonna knock you out. It's time to meet Raiden in a dark alley — he's a thunder god and each kick the butt are make his head explode.

2018年 第 4 期
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The new *Street Fighter II* looks better than *Mortal Kombat*—a winning combination, if purchased in store at the same time. It's also better than the other two: it's the only one that can be played on the Super Nintendo. *Street Fighter II* has more characters and better play control at least until *Super Street Fighter II* is translated. With *Mortal Kombat*, neither get the better graphics nor sound with the SNES version or better play control and "blood and guts" with the Genesis. *Street Fighter* leaves the worried about what's missing.

2000 年 12 月 31 日

The Burning Question

3D0. Excellent machine? Or one game system too many?

I am very impressed with 3DO's superior technology and would not be surprised if it did well despite many young gamers like myself without \$700 to shell out for a new game machine.

Paul Johnson
Concord, CA

I don't know much about 3DQ, but it sounds like an interesting device. The (over here) newly released Amiga CD 32 also looks like a great contender for king of the ring in the world of game-console wrestling. But the problem always boils down to the fact that both machines need really good games — *fast!* And they must take advantage of the new consoles' capabilities as much as possible if they're gonna make it the first year. Me? Buy one? Not yet!

Per Hakansson
Horred, Sweden

The Burning Question

Do peripherals such as programmable pads or the Game Genie *add* to game play or take away from it?

I won't use a special peripheral until I've tried to crack a game on my own. But if I get stuck, it helps to have a piece of hardware to help instead of getting so frustrated that you start fantasizing about taking out members of the design team.

Cameron Morris
Richmond, VA

The Burning Question

So you've read our Wish Lists for the past seven issues. What movies, comics, characters, or other licenses would you like to see in development?

Plus, *World of Warcraft* classes *Street Fighter* style, for example, the characters look more realistic than some *Fighting* monsters. Second, the fatality moves are. Even the special moves are too. The only problem is the Super Nintendo version has no blood option. The NES version, while rare, has a SFC version, so could be a

2013 年 11 月 22 日
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Fugate 21

am iis iapm, d'ca d' holi s' iapm. *Am iis iapm*
 : s' iapm d'ca d' holi s' iapm. *Am iis iapm*

the selection of the *is* that *Moral* *formal* has to offer. AS for meeting one of them in a dark alley, I know I would meet my doom with my eyeless, blind, and lame brother.

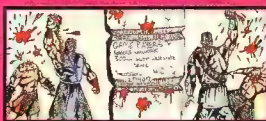
James H. Jones
James H. Jones

SV: Are you confident the two greatest fighting game powerhouses of all time? Both *Mortal Kombat* and *Street Fighter II* are great in their own ways. *Street Fighter* has a ton of characters, and *Mortal Kombat* give you a more realistic feel. Balder is my favorite fighter, because his SV 85 finishing move...
—Soul Coast

५५५
 ५५५



Jeremy Beck : jbeck@cs.cmu.edu



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Keith Lamber @
Willersville, Pa.



१. श्री श्री गुरुभ्यो नमः
 २. श्री गुरुभ्यो नमः
 ३. श्री गुरुभ्यो नमः



Walter Gellert
of RPI



Hook

How do you defeat the Skeleton Boss of Skeleton Rock in *Hook* for SNES?

Julius
Clearwater, FL

A frontal assault won't work. When he throws his head at you, jump over him (fly if you can — but be quick) and hit him from behind. After a fast hit or two, get away from him and wait for him to throw his head again.

Mystery of the Month

How do you fight the elusive Reptile?

Adam
Mt. Kisco, NY

Letters and faxes asking this question have been piling up ever since *Mortal Kombat*. Obviously, it's a mystery that won't go away, although any hardcore arcade addict could answer it as well as we could. They're not hard to spot — just look for the guys walking through the streets with their arms outstretched yelling "Mortal Kombaaaaa! Mortal Kombaaaaa!"



Anyway, Reptile is that strange fighter who looks like Scorpion or Sub-Zero except he's dressed in green. He drops in every so often, taunts the player, then leaps out again. Getting to fight him is a once in a lifetime event — check this:

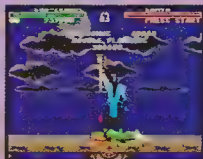
Phantasy Star III

I'm stuck in *Phantasy Star III*. I'm on the third generation, playing as Sean. I've found Laya, and of course I'm with the cyborgs, but I can't find Kara. Please help.

Bryan
Tucson, AZ

Once you've found Laya, you'd better pack a lunch — you've got some serious walking ahead of you! Travel to the cave in the southwest corner of Aridia and open it with Laya's Mystery Star. It takes you to Frigidia. Go to Mystoke, talk to all the villagers, and go to Mystoke Castle. Laya's Pendant is in the heart of the castle; USE it to hear Laya's story, then head north from Mystoke to find a pair of temples. There's a large blue square inside every temple, and now that you have Laya's Pendant, you can use the squares to teleport to temples on other planets.

The eastern temple leads to southern Elysium. From there head north to Aerone. Talk to the villagers for clues to the rocket shuttle east of the village, then take the shuttle to Dahlia, Lune's base. Talk to Lune and his daughters until Kara joins you; she has Lune's Slicer. Also, be sure to check through Dahlia Dungeon for the Aero parts.



1) He lives in the bottom of The Pit, so that's the only area you can find him — and even then only in one-

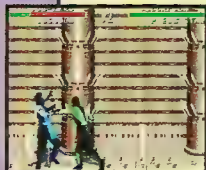
player Tournament mode. SNES players get a chance every time the Pit comes around, but Genesis players must watch for odd silhouettes floating across the moon (Genesis owners take heart, however, and check out this month's Codebreakers).

2) Don't use any blocking moves while fighting in The Pit. You know, L and R for SNES, Start for Genesis, or B and Y on a Genesis 6-button pad.

3) You must score a Double Flawless victory.

4) Destroy the opponent using your Finishing move.

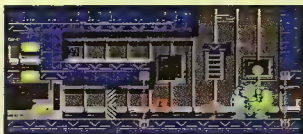
If you do everything correctly, you should wind up in The Pit fighting Reptile. He can use all the moves of both Sub-Zero and Scorpion, but if you beat him, there's a bonus of ten million points!



The Lost Vikings

What do you do next after you get all three Vikings to the red keyhole on the last level of *Lost Vikings* for SNES? Where's the red key? What does Eric do after he uses the transporter and has to face Tomator all alone? We really need your help! We've been working on this level for two-and-a-half weeks!

Danny
Halifax, MA



Look for a bunch of food and a shield or two on before you reach this area — make sure you give Eric as much as he can carry. Tomator throws two bombs and shoots his ray gun (in that order). Stay a step or so away from him so the bombs lob over you, then jump to the ladder in the center of the room to stay above his shots. His forcefield turns off and he moves to the other end of the room — drop and have Eric charge into him while his field is down. It takes six or so hits, but eventually he disappears. The red key is off to the right.

By the way, this isn't the last time you see Tomator. The Vikings must combine their talents to finally kill him off. Use Olaf's shield to protect you, Baleog's flaming arrows to take down his forcefield, and have Eric charge into him to push him back.

Shadowgate

I'm stuck in *Shadowgate*. When I go to get the staff, I get stuck when I reach the troll on the bridge. Can you help me?

Damian
Lisbon, OH

The troll guard wants a toll, but hit him with your spear instead of paying him. When you come back a second time, however, he's wised up and your spear won't work. Use the Humana spell instead to sneak by.

TO BE...OR NOT TO BE...

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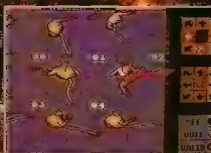
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GENESIS

Product Information Number 128

* 1 or 2 players



Shadowrun

I'm having trouble with *Shadowrun*. I have the dog collar and a ghoulish bone, but I can't find the third thing to take to the Dog Spirit for a spell. And where can I get the most money? I never have enough to hire anyone!

Rusty
Newark, OH

Here's a complete list of what the Dog Spirit needs for different spells:

- **Heal:** Dog Collar from the dog in the town square, Magic Fetish from the Rat Shaman, and enchanted Leaves from Kitsune.
- **Summon Spirit:** Dog Collar and Dog Tag
- **Power Ball:** The Ghoul Bone from the graveyard near the Grim Reaper and the Meteoric Iron Paperweight from the room next to Glutman's office.
- **Invisibility:** Toxic Water from the town fountain and Clean Water from the ghost ship, held in blue and purple bottles from the talisman shop.
- **Armor:** Dragon Scales from the volcano, and Mermaid Scales from the docks.
- **Freeze:** Black Bottle filled with octopus ink and Mermaid Scales.

There's no easy way to earn money. At the beginning, fight anyone who takes a pot shot at you. After Glutman sends you to the car yards in Chapter 2, you've got a good chance to build both karma and money: There's a bed in the northeast corner of the yards where you can rest and save the game. There's also a small arena where you're attacked at random in the middle of the southern edge — fight here until you're strong enough to make real money in the Arena. It takes longer to get out of the yards by fighting the king than paying him off, but you're in better shape if you face him in the Arena.

Out of This World

How do you get past the last guard on level 15 and beat the game? I can crawl to the panel and flip the switches, but then

the guard kicks me in the head! What do I do?

Patrick
Yakima, WA

You've got the right idea, you've just got no timing. Once you've reached the switches, wait until the guard overpowers your alien friend and comes after you. When he's in the center of the room, flip the switch and watch him get **destroyed**. Crawl back to the center, and you and your friend are zipped out of the room. He throws you over his shoulder, and



The Adventures of Willy Beamish

I need some serious help in *Willy Beamish* for Sega CD. Can you tell me how to get past the bullies on the third day? Thanks a lot.

Dana
Marlboro, NY

You should have a smoke bomb after your encounter with the Japanese tourists. When the gang shows up, head for the Golden Bowl Bar and talk to Ray, the guy at the door. He won't help you, but he eventually gives you a wrench. Throw the smoke bomb at the gang, and while they're obscured by the cloud, use the wrench to open the nut on top of the hydrant (as usual with Willy, timing and positioning are tricky). Run away while the gang is being doused, and head for the Tootsweet Pavilion, where you run into the tourists again. Tell them "Help! Those guys are gonna clobber me!" They turn out to be a family of ninjas who bail you out.

Street Fighter II

I found some tips for *SF II* for SNES.

• For an easy KO of Balrog with Guile, back into a corner, hold back and repeatedly hit fierce. This creates spinning backfists and

kills him every time.

• After you've used the code for Same vs. Same, you can hit Start when selecting your character to get the Champion Edition color uniforms. For the original color, hit A.

• To change control configuration during game play, repeatedly hit Select and Start at the same time during the Vs. screen (right before the match begins).

• To beat Vega easily with Chun Li, jump in one spot, using roundhouse kicks whenever he comes in close.

• For Ken and Ryu's double-hit dragon punch, press the button once while pressing Forward and again when back around.

Stephen
Antioch, TN

Cool!

The Legend of Zelda: Link's Awakening

I've looked everywhere in *Zelda* for Game Boy to find the key to the first dungeon. Can you help me find it?

Lucas
Lake Park, MN

Oh, I think we can help. First, head into the Mysterious Woods until you meet a raccoon who tells you that you'll get lost. Sure enough, if you try going north away from him, you wind up going in circles. Find the cave with



the sign outside that warns you not to step on cracks. Enter the cave and follow it until you come to a

clearing with a toadstool you can grab. Go back through the cave, then take the path north until you reach a cave blocked by three rocks. Take the path east until you come to the Witch's Hut. Give her the mushroom, and she uses it to make you some magic powder.

Use the powder on the raccoon, and its spell will be broken. Just to the north is a chest with the Tail Key. Voila!





Sonic Mania!

I've played *Sonic 2* enough to be able to identify almost all of the sound effects. The one I can't find is Sound Test #10. Is it a secret I haven't found yet?

Emily
Midlothian, UT

Believe it or not, for the last several months, this has been the most asked question about *Sonic 2*. Don't you folks think you're spending a little too much time with one game?

However, just for you — and John, and Travis, and all the other readers who seem obsessed with the music of blue hedgehogs — sources at Sega tell us that Sound Check #10 was written for a level that was planned, but then eliminated during *Sonic 2*'s design.

At that point, however, the soundtrack had already been completed and added to the game, so Sound Test #10 remains in the sound file even though there's no level in which to hear it. Apparently this isn't uncommon in the industry, and if you really want to check every game *that* closely, you can find other examples.

I'm stuck in *Sonic 2* for Game Gear. All I need to get to the Crystal Egg level is the second Chaos Emerald. Can you help me?

Brad
Stony Plain, Canada

The second emerald is in the Sky High Zone, Act 2. Ride the first hang-glider up, up, and to the right. The emerald is in the right corner, above the clouds. By the way, the quick way through this stage is to keep going to the right after you grab the jewel.

Help! S.O.S.! I really need your help. I really love *Sonic* the Hedgehog, so I bought *Sonic 2* for Game Gear. I've tried everything to get past the boss in Act 3 of the Underground Zone. I'm a Sonic crazy girl, and I need help!

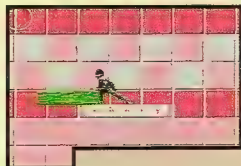
Marlena
Providence, RI

Patience and a keen eye are key. You can't attack the Master Robot directly — he's hedgehog-proof — but notice that the energy bombs bouncing around **can** hurt him. There are several different patterns, but if you stay as far to the right as you can — without touching the Master Robot, of course — you give yourself more time to avoid them. Keep dodging, and he keels over once he's had enough.

Harley's Humongous Adventure

I'm in the bathroom in *Harley's Humongous Adventure*, but I can't get through the pipes. I take every path, but there's a dead end on each. Please help!

Chris
Guelph, Ont. Canada



The way out of the bathroom isn't through the tub drain. Go down to pick up the bonus items, then beat a hasty retreat before you run out of air! Return to the surface and look for a bar of green soap. Push it into the water, jump on top, and start running. After a moment, you produce a bubble. If it doesn't surround you, jump into it, then use it to float up to a series of towel bars. When your bubble pops (or is popped by a critter), leap on the bars, following them up and to the right until you find the machine part that ends the stage.

GP

Write to Us!

Send your questions or tips to: *Game Players* 27407, 300-A South Westgate Drive, Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies. Please be as specific about your problem as possible — include the name of the game, level or experience points, and so on. We can't answer what we can't figure out!

WHEN
YOU'RE
TIRED OF
FIGHTING
IN THE
STREETS...

STEP INTO



NO CHILDISH CHARACTERS...

NO MAGIC WEAPONS...

JUST REAL-LIFE COMBAT

IN A 20X20 WAR ZONE...

If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

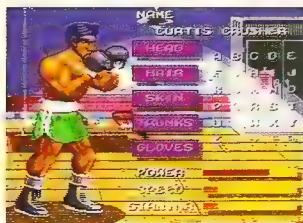
But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

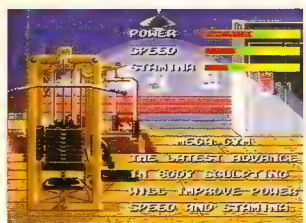
THE RING.



Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.



After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym.

ENTERTAINMENT SYSTEM

ALSO AVAILABLE ON

GAMEBOY

COMING IN DECEMBER FOR

GAME GEAR

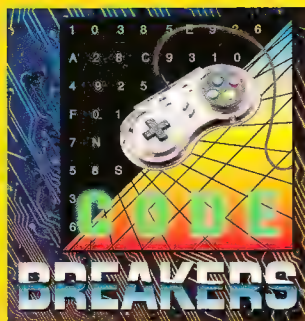
- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
- 25 ranked fighters and 65 boxers in all—each with his own personality and fight style
- Fighters age realistically throughout their careers
- Individual body and head damage meters
- Cool blow-by-blow sound effects
- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES®

**RIDDICK
BOWE
BOXING**

Extreme
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2755 Campus Drive, Suite 130 • San Mateo, CA 94403 • Tel: 415.525.3000

Product Information Number 134

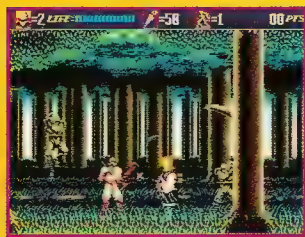


INVINCIBILITY, BABY!

Forget that ninjutsu stuff — now you can be invincible! Go to the Options screen and highlight the Music test. Now input these tunes in this order: **HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA, and GETUFU**. Return to the title screen and start a new game — you're invincible! That's right, you take *no* damage! None whatsoever! As hard as enemies may try, they just can't win! Ha, ha, haaaaa! Top o' the world, ma! Top o' the world!



At the Options screen Music test, play **HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA, and GETUFU**.



You're invincible! There's no stopping you now!



BOSS PASSWORDS

Are those nasty ol' robots giving you trouble? No problem! Just try out these mega-passwords:

| | |
|------------------|----------------|
| Beat KnightMan | A1 A6 B1 C4 E6 |
| Beat PlantMan | A2 B1 B2 E3 F5 |
| Beat FlameMan | A1 B1 B6 D4 E6 |
| Beat BlizzardMan | A1 B1 C2 E3 F5 |
| Beat YamatoMan | A1 B6 C2 E3 F5 |
| Beat WindMan | B6 C3 D4 D6 E6 |
| Beat CentaurMan | C2 D6 E3 F3 F5 |
| Beat TomahawkMan | D6 E3 E6 F1 F2 |

Also, here's a complete list of the weapon to use on each boss:

| | |
|-------------|-----------|
| KnightMan | Y. Spear |
| PlantMan | B. Attack |
| FlameMan | W. Storm |
| BlizzardMan | F. Blast |
| YamatoMan | Silver T. |
| WindMan | C. Flash |
| CentaurMan | Knight C. |
| TomahawkMan | Plant B. |

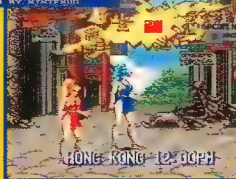


DOUBLE, DOUBLE YOUR ENJOYMENT

This handy little code allows two people to play as the same character in the two-player mode. At the title screen, press **Down, Down, Up, Up, Right, Left, Right, Left, L button, R button** — you hear a sound if you input it correctly, and the screen should change color. Now you can play doubles!



Now two people can both be the same character!



At the title screen, press **Down, Down, Up, Up, Right, Left, Right, Left, L, and R**.



MORTAL KOMBAT

SECRET OPTIONS SCREEN

At the game-select screen, press **Down, Up, Left, Left, A, Right, and Down**. This gives you access to a huge selection of different options. Here's what the FLAG selections do:

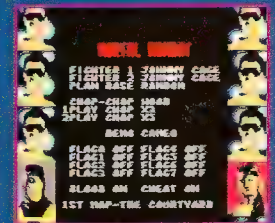
| | |
|--------|--------------------------------------|
| FLAG 0 | ??? |
| FLAG 1 | Player 1 in danger |
| FLAG 2 | Player 2 in danger |
| FLAG 3 | Reptile always on the hit stage |
| FLAG 4 | Reptile jumps down before each level |
| FLAG 5 | ??? |
| FLAG 6 | Computer opponents do fatality moves |
| FLAG 7 | Computer opponents are super-hard |

Those are just *some* of the things that you can do!

David Rogin
East Windsor, NJ



Press **Down, Up, Left, Left, A, Right, and Down**.



for a top-secret options menu!



- "So real it Hurts!" -*Nintendo Power*
- "Some of the best graphics ever seen in a sports game." -*Game Pro*
- "... a blast to play." -*Game Players Nintendo-Sega*
- "... as close to the ring as I want to get." -*Game Informer*
- "... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" -*Arnie Katz, Editor, Electronic Games*

LET'S GET READY TO RUMBLE!



SEGA
GENESIS



ELECTRO BRAIN
575 EAST 300 SOUTH • SALT LAKE CITY, UTAH 84102 • (801) 531-1867

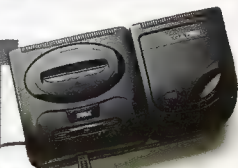
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THE HOTTEST
TITLES. STATE-
OF-THE-ART
TECHNOLOGY.
GAME
SAMPLING.
CAN YOU
HANDLE IT?



SHINOBI III

INFINITE SHURIKENS

Since *Shinobi 2* had a code for unlimited shuriken, we just *knew* that this one had one, too. And, as usual, we were right! Go to the Options screen and set the shuriken number to "00." Now go to the Sound Effects test, listen to the sound of the shuriken, then go back up to the shuriken option and wait — "00" is replaced by the infinity symbol!



Go to the Option menu and set the shuriken number to "00."



Now play the sound of the shuriken for unlimited ammo!

SILPHEED

THE SECRETS OF SILPHEED



VOICE TEST: At the title screen, press and hold the **A**, **B**, and **C** buttons on **Controller 2** while selecting the Option screen. The Sound Test should now be a Voice Test!

STAGE SELECT: Press **Down**, **Down**, **Up**, **Up**, **Right**, **Left**, **Right**, **Left**, **A**, **B**, and **Start** on **Controller 1** during the opening demo and a Stage Select appears on the title screen! Also, now you're able to return to the title screen

during game play by pausing the game, then pressing **A** on **Controller 2**.

DEBUG MENU: Press **Left**, **A**, **B**, **Up**, **Down**, **Up**, **Up**, **Left**, **Right**, **C**, **Right**, **Down**, **B** on **Controller 2** during the opening demo for a Debug menu.

MORE CONTINUES: When you're down to your last continue left, wait for the opening demo and press **Right**, **Up**, **A**, **B**, **C**, **Left**, **Left**, **Down**, **C**, **A**, and **Start** on **Controller 1** — you should now have ten extra continues!

INVINCIBILITY: During the opening demo, press **Right**, **Left**, **A**, **Right**, **Up**, **C**, **B**, **Down**, **Left**, **B**, **A**, **Up**, and **Start** on **Controller 1**. Now you can recover your shield any time during game play by pressing **A** on **Controller 2**!

MANIA MODE: During the opening demo, press **B**, **B**, **A**, **C**, **Up**, **Left**, **Right**, **Down**, **C**, **UP**, and **A** — you should now be in Mania mode. However, once you select the Option screen, the game reverts to Normal mode.

SUPER MANIA MODE: During the opening demo, press **B**, **B**, **A**, **C**, **Up**, **Left**, **Right**, **Down**, **C**, **Up**, **A**, and **B** — you should now be in Super Mania mode. However, again, once you select the Option screen, the game reverts back to Normal mode.

DEMO PAUSE: You can pause during the demo by pressing **Start** on **Controller 2**.



COLOR KEY



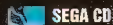
SNES



GENESIS



NES



SEGA CD



GAME BOY



GAME GEAR

ARENA

MORTAL KOMBAT

SECRET SOUNDS

Go to the Options screen and select Sound FX #17. Push **Right** and the **A** button simultaneously and repeatedly until the sounds stop. Wait, and you'll hear some weird sounds that you couldn't select before! Now go to the Music option and select tune #16. Press **Right** and **A** repeatedly until you hear a different tune beginning. Now you can hear the hidden song!

Brian Goodman
Brooklyn, NY



Press **Right** and **A** simultaneously at "Sound FX 17" until you hear some new sounds, or at Music #16 for a new tune!

MORTAL KOMBAT

GOOFY GLITCH

There's a glitch in the SNES version that goes like this: Choose **Sub-Zero** vs. anyone in a two-player match, then win the first round. Use **three uppercuts** and **two foot-sweeps** in the second round — your opponent should have almost no life left. Freeze your weakened opponent with an **Ice Blast**, which takes away his final energy. When the game yells "Finish Him," do the **Fatality move** — you freeze the already frozen character, splitting him into two different people! One is crushed into ice while the other remains standing.

Gregory Fanous
Dallas, TX

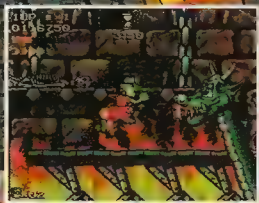
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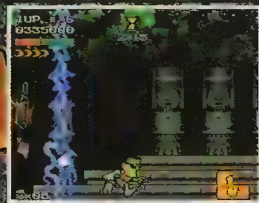
FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.



Thanks, Andrew, for the link.



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

FEATURES

8 MEG

20 HUGE LEVELS

1 OR 2 PLAYER

NOV. 1993

Also available for the

ANTENNA
 SYSTEM

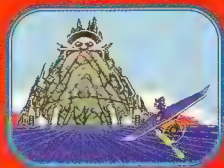


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Product Information Number 133

PUT A NEW SPIN

SONIC THE HEDGEHOG SPINBALL™



Roll over the 'Bot' and kick some 'Bot!

**STRAP ON YOUR
POWER SNEAKERS
FOR SPINSATIONAL
NEW SONIC MOVES!**

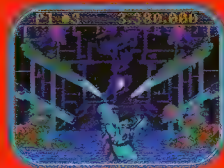
Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping - and start spinnin'!



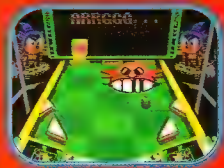
Watch Axel and squeal like a shrill-snarling Scorpius can stop him!



Cop the Chaos Emeralds to bust Robotnik's family jewels!



Pull the plug on the Lava Powerhouse for a real global warm-up!



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

SEGA

WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!

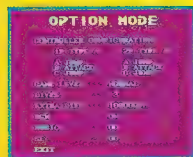


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RAPID-FIRE MODE

Go to the Options screen and highlight EXIT. Now press and hold **A, B, Right**, then press **Start**. When you start a new game, you'll be equipped with rapid-fire attacks!



Select **EXIT** on the Options screen, then hold **A, B**, and **Right** while pressing **Start**.



Now start a new game with super-fast punches and kicks!



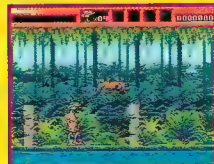
IT'S NOT OVER YET

Taito's hot new RPG has more to it than meets the eye. After beating the game, sit through the ending and continue to watch. After a short while, a special screen appears that lets breaks down the game into how much time you spent playing, how much time fighting, and more. **Reset** the game and return to the main menu — you should see a new option titled "Once Again." Select it to start a new game, this time with four times your normal cash and experience points! *NOTE: We found this trick on a preliminary version of Lufia, but it may have been taken out before the final release.*



TWO COOL CODES

At any time during the game, press **Start** to pause, then press **Down, A, C, Up, Left**, and **Left** — you hear a chime if you input the code correctly. Now you can play in slow motion! For another trick, press **Start** to pause the game, then press **C, A, B, A, Left**, and **Left** — again, you should hear a chime. This code lets you skip to the next level!



Pause the game at any point and input either the level-skip or slo-mo code. Now yer gamin'!

GAME GENIE CODES

SHINOBI 3 (GENESIS)

NOTE: Don't touch the Options screen for these codes!

| | |
|------------------|-------------------------|
| A77A-EAF6 | Infinite Ninjitsu items |
| C35A-EAF6 | Infinite life |
| AT3A-EAF2 | Infinite shuriken |

MORTAL KOMBAT (SNES)

| | |
|-------------------------------------|--|
| CB6A-4A4F-4-D76A-47DF | |
| After 1st round, fight in the Pit | |
| D861-14DD | |
| Start on match with Shang Tsung | |
| DDBC-370F | |
| First strike of any kind wins round | |

MORTAL KOMBAT (GAME GEAR)

| | |
|--------------------|------------------------------------|
| 00B-40C-3BF | Infinite time |
| 24D-C6D-C4F | Player 2 (computer) has 1/2 health |
| 00C-40B-3BF | Start on match with Shang Tsung |

BASES LOADED 4 (NES)

| | |
|-----------------|------------------------|
| SZNX60W | Balls don't count |
| SXOXYUVV | Strikes don't count |
| P6DXGLZ | Two strikes for an out |

TOP GUN - GUTS AND GLORY (GAME BOY)

| | |
|--------------------|---------------------|
| FA4-249-4C | Infinite missiles |
| 00B-599-F79 | Infinite lives |
| 004-859-4C | Start on mission 10 |
| F7D | |



Using **Sub-Zero**, whittle your opponent's energy bar down to almost nothing, then use your **Ice Blast** to finish him.



Execute the **Fatality** move and keep an eye on your opponent — he splits in two! Not a useful trick, but it's still kind of cool.

MORTAL KOMBAT

NEW GAME GENIE CODES

| | |
|------------------|--|
| CPDA-ADNN | Invisible Fireballs, Ice Blasts, & "censored" Fatalities |
| CBET-AAF2 | All attacks do much more damage |
| GBRA-ATVL | Strange round numbers |
| SBOT-AAAC | Fighter on left side is just floating head |
| SBOT-AA4C | Both fighters have strange stances |
| CBET-AA2A | Infinite life for both fighters |
| CBET-AA2C | Round ends after 1st attack (Ice Blast ends game) |
| SBOT-AAAC | Both fighters no character animation |

Robert Doresh
Rockwall, TX

GP

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers
300-A South Westgate Drive
Greensboro, NC 27407



"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—Electronic Gaming Monthly



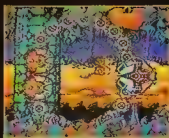
THE ONLY TRUE 3D GAME

Special Glasses Included!

"... the feeling of depth that you get is unmatched by anything seen on a home screen to date... there is no question that the technology and design employed in Jim Power is a breakthrough."

—Die Hard Game Fan

WELCOME TO THE NEXT DIMENSION



GENESIS



SEGA

ELECTRO BRAIN

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LORICEL

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Product Information Number 128

GAME BOY

SUPER NINTENDO



listen to that: cash registers are jingling, customers are tingling — it's the holiday season! Gamers (and hopefully people who love them) are looking for hot gift ideas. If you want to be the hippest high-tech gamer in your neighborhood, check out this holiday edition of TechTalk. Tech-heads rejoice — this year there are plenty of hot goodies to wrap up or stick in a stocking. Check out new selections, as well as our Hot Ten choices:

What It Is

- **The only affordable VR-like accessory for video games on the market.**
- **A low-end VR headset that's adaptable to Genesis, Sega GD, and Super NES games. And you don't need a TV to play.**
- **An interesting keep sake. Your friends will gaze with awe at your fashion statement.**
- **Kinda close to reality. There is some feeling of VR immersion in games with a first-person perspective.**
- **It's under \$200.**

Virtually VR

VictorMaxx's *StuntMaster* beat Sega's VR to the market by four months or so, but should those techies dying for Virtual Reality debut early? And if not, will Sega's VR be any better?

After initial testing, our TechTalk team came away with varied opinions of the Stuntmaster — and most folks were disappointed. Although this is the *only* low-cost video-game compatible VR accessory on the market today, it still fell short of what we expect from VR gear. But this was first-generation hardware, and updates should include many options our version couldn't because of engineering tradeoffs, including a vitally important focus knob. We found the image inside the headgear so out of focus that one of our testers got a headache after only five minutes of playing — and he has 20/20 vision!

Other tradeoffs include a lack of padding on the nose bridge (ouch!) and a limited field of vision. The Stuntmaster does have left-to-right tracking (if you move your head to the left, the character goes left, and

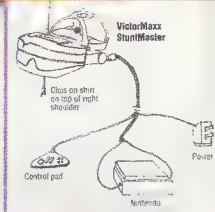
vice versa), plus stereo sound. Still, it's more like a Viewmaster than a VR helmet. Whether or not the novelty of being the first on your block to own one makes up for blowing \$200 is up to you. The upgraded unit will sell for \$350 or so. A little pricey, but you get a much better unit. If you can't wait... don't say we didn't warn you.

As far as Sega goes, we still hear that it will be next summer before its headset is ready. We hear that Sega's had trouble with the tracking mechanism.

So while you've got to praise VictorMaxx for being first on the market, the Stuntmaster still has a long way to go.

How It Works

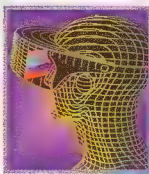
The Stuntmaster



Connect the headgear to your game deck using the included cables.

What It Isn't

- **It isn't a high-end VR headset that gives you a cyber-esque journey into the corners of Silicon Heaven.**
- **It isn't comfortable — most of the time it smashes heavily on the bridge of your nose.**
- **It won't be compatible with Sega's VR titles, according to a company spokesperson.**
- **It's not packed with any game. You provide the software.**



Here's the fashion statement.



Catch'em if you can.

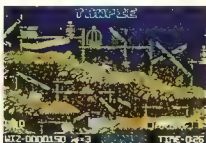
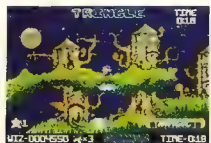


If you can't find this game at your favorite retailer call:
(800) 438-7794 (GET PSYG)
to order your copy today.

Wiz n' Liz have done it now. They've lost their rabbits, man and how. They may be good magicians, amazing young and old. But that last spell they cast must have had a little mold. Their hutch full of bunnies is now empty, it seems. The rabbits are everywhere it's like a bad dream. Now for Wiz and Liz, it's a frantic affair. Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



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WE DON'T MAKE WE MAKE THE

Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the POWER PLUG™ between your controller and your system and go kick some butt.



No one else hears THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for bestselling games like Street Fighter II™. Hit one button on your controller instead of four, and you own the Hurricane Kick™. Think of the possibilities of Game He The Alien Wars, Streets of Rage II™, Super Star Wars™.



even Turtles in Time™. No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG™. Do it your way, any combination, any game. Up to 17 commands.

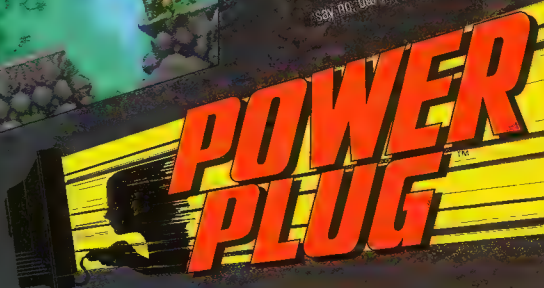


channelled to any button on your no-longer-obsolete controller. So in X-Men™, you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—CRASH!™—car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all-right, all-left.



Marie. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.



THE GAME EASIER PLAYER TOUGHER

Oh yeah, all those other "advanced" controller features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH™, PRO THRASH™, and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG™, that controller won't be obsolete either.

POWER PLUG™ is available for both Super Nintendo™ and Sega™ Genesis™. POWER PLUG™ TURN YOUR CONTROLLER INTO THE ULTIMATE GAME WEAPON.



Nintendo



SEGA GENESIS

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TECH TALKS

Power your Discman, Walkman, or Game Gear with a variety of Millennium's Rechargeables to keep your equipment on the go. Call 1-800-CAN-POWR for a dealer in your area.



Charge It!

Exicted child. Gaily wrapped present. Little Johnny gets a Game Gear! Fortunately for the wee tyke, Mommy and Daddy remembered to get batteries. But unfortunately, they die after two hours of playing. Daddy spends the happy day trekking to convenience stores looking for AAs to keep Johnny from crying his eyes out. He should have shelled out the extra cash for rechargeable batteries.

The Millennium Rechargeable from Gates Energy Products could have solved little Johnny's predicament. These batteries last through about 1,000 charges, and when the battery can no longer take a



charge, you can return the power cell to Millennium for recycling. The company, in turn, replaces the battery for free.

Why choose Millennium? Gates Energy has done extensive research on its rechargeables, decreasing the charge time (in some cases to less than an hour) and increasing the amount of charge cells hold. In addition, we found that every Millennium Rechargeable product outperformed competitors. The batteries are easy to use and that lifetime guarantee makes them very attractive.

| | |
|---------------------|----|
| ORIGINALITY | 6 |
| COSMETIC DESIGN | 9 |
| SPECIAL FEATURES | 14 |
| BANG FOR THE BUCK | 9 |
| GAME SUPPORT | 9 |
| SYSTEM ADAPTABILITY | 9 |

OVERALL



TechTalk's Hot Ten

We've been good all year ... well, except for that round of *Street Fighter Turbo* that got out of hand. And here's what we're hoping to get for the holidays. Any one of these items would make a great gift.



10 A Surround Sound Digital Home Theatre: Watch that laserdisc boxed set of *Star Wars* the way it was meant to be seen. A few grand, and it's yours.



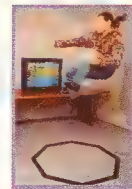
9 Game Gear: Portable color for under \$100. Need we say more?



8 Millennium Rechargeables: Perfect for handhelds and all kinds of gadgets. Retail price varies.



7 Pro-Action Replay: Find your own codes in any SNES, Genesis, or Sega CD game. Sorry, but it kicks.



6 Sega's Activator: If Santa's bringing it — I'm taking it! It's the next level of game control, and retails for \$79.



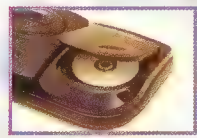
5 Sega's Six-Button Controller: A must for fighting-game fans. Retails for \$20.



4 Super Nintendo Entertainment System: "The best play here"? Well, we don't know, but Mario sure does! A system with one controller sells for \$79.



3 Genesis: You've gotta have one of these to play Sega CD.



2 A Sega CD 2: Games like *Sewer Shark* are a thing of the past. *AH-3 Thunderstrike*, *Silpheed*, and

Rebel Assault make a CD worth the money, and that snazzy new design really cooks! Retails for about \$200.



A 3DO Machine: Sure it's \$700, but the buzz about the system and the games makes the curiosity factor plenty high.

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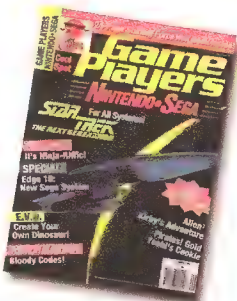
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JVC/SUPER NES

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STAR THE EMPIRE STRIKES BACK WARS

IT'S FORCEFUL!

"Do, or do not — there is no try." Game designers have taken Yoda's motto to heart: *Super Empire Strikes Back* would sell plenty of carts on the *Star Wars* name alone, but JVC and LucasArts have put forth that extra effort it takes to make a superior product. And that hard work definitely pays off.

If anyone still wonders why *Super Star Wars* became a smash hit, *Super Empire* will eliminate any doubts — it firmly establishes JVC's place among industry leaders. *Super*

Empire boasts the same fantastic graphics and movie-quality soundtrack that made the first game a success. As in the movie, Empire-bashing Luke Skywalker and his friends return to do battle with Darth Vader and company, who are still pretty steamed that the Rebellion blew up the Empire's Death Star.

The adventure takes you from the icy plains of Hoth to the swampy marsh of Dagobah, and finally to your confrontation in Cloud City with Darth Vader, who is secretly Luke's father (Oops! I spoiled it!).

While a *Super Return of the Jedi* is already in production, all eyes are focused on Mr. Lucas and his on-again, off-again new *Star Wars* trilogy (see GP Press). If he doesn't get it going soon, what's next for JVC?

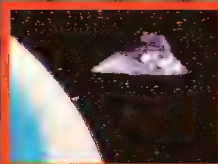


HAN SOLO



LUKE SKYWALKER

CHEWBACCA

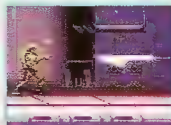


THE FORCE



Slow: This Force power — guess what? — slows down your enemies.

Saber Control: This power allows Luke to hurl his Light Saber at will until his Force power runs out.



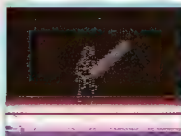
Elevation: Use this to reach high places or cross wide chasms. It's also great for saving you from a fall.



Deflect: This allows Luke to knock back projectiles with his Light Saber. It's a little-known fact that Babe Ruth was a Jedi.



Mind Control: Use this and your enemies look the other way. No fight, no mess!



Invisibility: The Empire can't attack what it can't see. Take to the shadows and slip on by.



Heal: Each use refills Luke's life bar by about 20 percent — a handy thing to have around boss time.

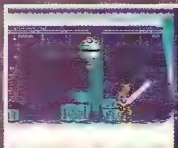


Freeze: Puts the ice on unwary Stormtroopers. They

make easy targets once they're frozen in their tracks.

HOTH

Your adventure begins on the ice planet Hoth — and if the Force isn't with you, it ends there, too.



The Snow Speeder levels are even better than the Landspeeder scenes in the first *Star Wars* game. Improvements include more enemies and a vast landscape with large rolling hills.

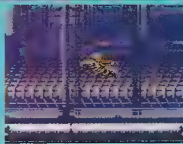


You don't have to crawl inside of the Taun Taun as you do in the movie, but he carries you past laser fire and snow boulders.

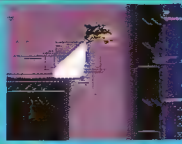


HOTH

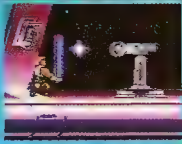
Luke has a **Blaster** in addition to his Light Saber that's good for targeting distant enemies. It's suicide to use at close range.



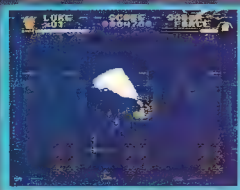
Luke's **slide** technique safely carries him under oncoming laser fire.



The **spin** is your best offensive maneuver. If you're surrounded and at hell's breaking loose, you start spinning.

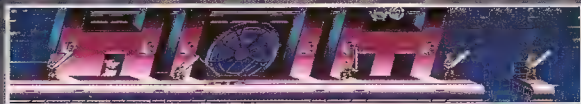


Luke's **block** is another effective maneuver. Not only does it protect you, but it also returns some types of fire!



You can take a shortcut through some areas of Cloud City by using your Elevate Force power to fly above any danger.

CLOUD CITY

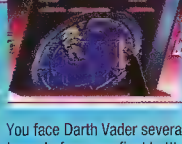


Use Luke's **block** maneuver to bounce these cannons' shots back at them for a quick victory. You get a Force power-up as a reward.



If you don't wait for these sky cycles to zoom by before jumping, you'll be knocked into the chasm.

DARTH VADER



You face Darth Vader several times before your final battle on the bridge. Duck down on the far right and keep swinging as Vader walks into your attacks, using the Heal power to keep going.

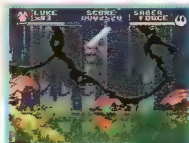
ALIEN WORLDS



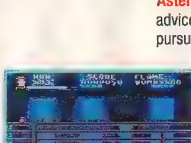
Rebel Base: Your battles take you to the far reaches of the galaxy, where you go against the Empire — and more. The AT-AT Walkers on Hoth are tough, but you've got a Speeder!



Asteroid Field: Against C-3PO's advice, Han and the others must lose pursuing Tie-Fighters by charging into an asteroid field. Never tell him the odds!



Degobah: The swampy home of Yoda, Luke's friend and mentor. Survive its horrors and learn the ways of the Force!



Carbon Freeze Chamber: In the movie, Han went meekly into the chamber. In the *game*, he doesn't go down without a fight!



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STAR WARS REBEL ASSAULT

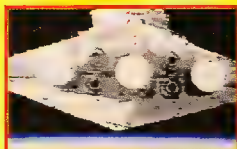
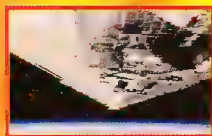
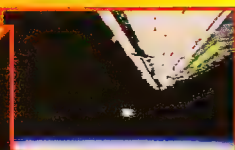
JEFF LUNDRIGAN

THE SEGA CD

Get in the cockpit, rookie, and do it *now*! The universe needs saving, and we're gonna show you how it's done. Pay attention, too, or the Empire will chew you up and spit you out. What do you think this is — a game?

The super-hot *Rebel Assault* is a long-awaited title from LucasArts and JVC. And from the premiere version we've seen, it's going to be worth the wait. As the plot of one of three different roles, crafts from the *Star Wars* universe, you begin by tooling around Tatooine, earning basic flight skills in a T-16 Skyhopper. From there, it's off to the secret rebel base on Hoth to take lessons in combat and high-speed maneuvers in an A-wing fighter. Finally, you take on the Empire's deadliest plots by climbing into the ultimate rebel craft, the X-wing.

While not a true flight simulator, *Rebel Assault* lets you to pilot your ship *Star Wars* style, following a predetermined path. The backgrounds are mostly computer-generated animations, from the deadly crystal canyons on the planet Kolaador to the ultimate confrontation with the Death Star. Add some digitized scenes and sound effects from the *Star Wars* trilogy, and you've got one kicker of a game.



The game begins with digitized sequences from STAR WARS



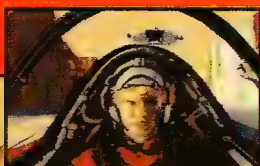
You know the universe's a hostile place when characters like this roam around.



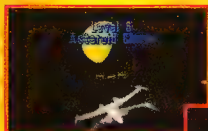
Your career begins on Tatooine, as you zip around in a T-16 Skyhopper.



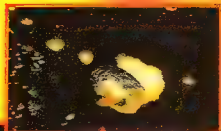
Soon, though, you're off to Kolaador for training in high-speed maneuvering.



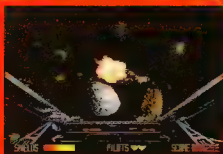
Follow your instructor on a dizzying chase through the deadly Crystal Canyons. Pass the test, and it's off to fight the Empire!



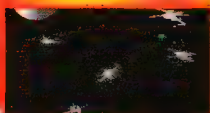
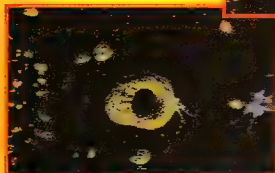
Ambushed by Imperial TIE fighters, your squadron of X-wings tries to shake off pursuit by flying into an asteroid field!



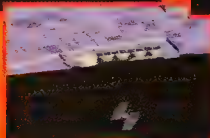
The rebels emerge safely on the other side of the field; the TIE pilots aren't so lucky....



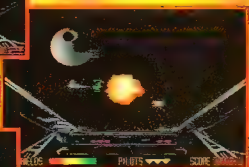
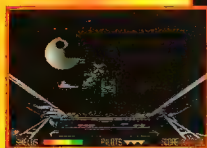
Smart move? Or deadly mistake? It all depends on your piloting skills.



Just getting to the Death Star means fighting off wave after wave of Imperial fighters. Good Luck!



So you think you're a hot pilot, huh? Are you ready to challenge the Death Star?



And remember: the Force will be — well, you get the idea....

GP



WANNNA PLAY?

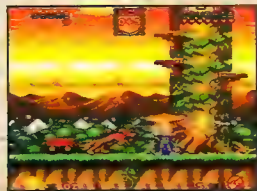
**Grab your pea-shooter—
Mr. Wilson needs our help!**

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor

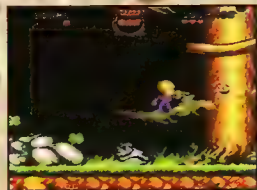
George!!!

**Based on the
1993 Summer
Blockbuster by
John Hughes!**



With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

Dennis the MENACE



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.



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and the Video Game
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Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

For the
SUPER NINTENDO
ENTERTAINMENT SYSTEM

And **GAME BOY**®

Product Information Number 222



Ocean of America, Inc.
1855 O'Loole Avenue
San Jose, CA 95131
408/954-0201

Contest Results!

Design Your Own *Star Wars* Boss, May 1993

The "Design Your Own *Star Wars* Boss" we ran in our May *Nintendo Guide* was a phenomenal success. We sent off all 335 entries to Darth Vader's henchmen at LucasArts, and they made the final selections, looking for imagination as well as artistic talent. We're sorry we couldn't reproduce all the drawings, but here are some of the winners!

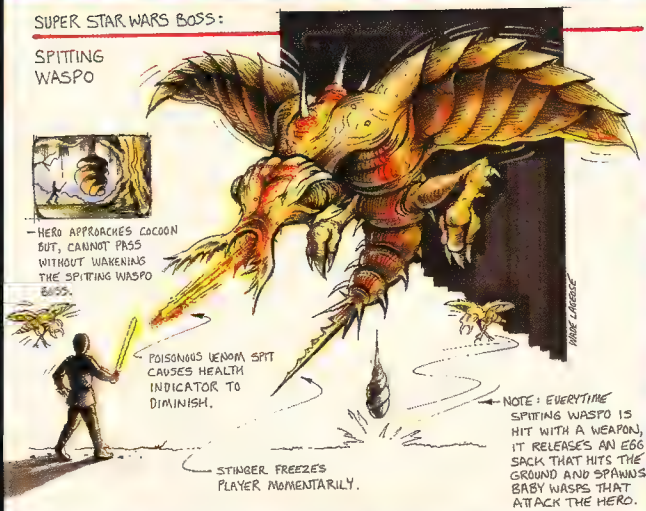


GRAND PRIZE:

(an outrageous *Star Wars* Collector's Pack, including the *Star Wars* film trilogy, a Darth Vader hologram watch, an official *Star Wars* T-shirt, and *From Star Wars to Jedi: The Making of a Saga*, a behind-the-scenes video.)

SUPER *STAR WARS* BOSS:

SPITTING WASPO

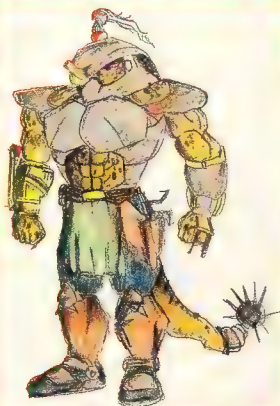


"Spitting Wasp" by Wade Lageose of Los Angeles, CA

First Prizes: (The *Star Wars* trilogy)

"CHAWA-EYN"

by Bobby Baggett of Plaquemine, LA



"Swamp Dragon" by Clinton Breeden of Owasso, OK





BUCKLE UP
FOR SAFETY



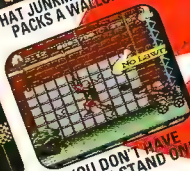
TALK ABOUT
FENDER-BENDERS!!



THAT JUNKMAN REALLY
PACKS A WAKLOP!!



BOMBS AWAY!!



YOU DON'T HAVE
A LEG TO STAND ON!!

HEADS UP! THE CRASH DUMMIES ARE NOW ON SUPER NES!!!

ALSO ON
GAME BOY®
GAME GEAR™
AND NES!

COMING SOON ON GENESIS™!

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"NARGAR Monster" by Mike Kovalsky of
Fords, NJ



"BossMonster" by Gilberto
Izquierdo & Elias Leanos
Hernandez of Zapopan,
Jalisco, Mexico



"Imperial Urruk Monster"
by Raul Rubio Ruiz &
Eduardo Vasconcelos
Touca, Mexico

Second Prizes: (An incredible Darth Vader hologram wristwatch.)



"Senturian Swamp Beast" by Jennifer Cogar of
Uniontown, OH

**"Taggar 151
Waddy"** by Beth
Craig Hays of
Katy, TX

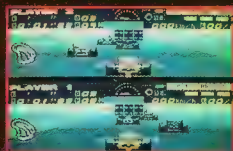




Finally, A Racing Game That Makes "Sense"!

Hear the roar of super powered racing machines,
See the flash of the green light,
Smell the burning rubber as you peel out,
Feel the heat from the engine,
Taste the excitement!

- 1 or two player, split - screen simultaneous racing action.
- Compete against world class drivers including Nigel Mansell, Michael Andretti and Gerhard Berger.
- No unrealistic directional arrows, quick reflexes are a must.
- Save & load your best races



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Yes, I want to perfect my driving skills. Please send me UBI Soft's Guide to F-1 Racing, Free F-1 Poster and enter me into the drawing. I've enclosed a copy of my rental receipt, sales receipt, or registration card (please circle one)

Name _____ Address _____
 City _____ State _____
 Zip _____ Phone _____ Age _____

Just enter me in the drawing

Please Send to: UBI Soft Racing Guide 1505 Bridgeway Suite 105 Sausalito CA 94965

Now you're in...



Two of your worst nightmares have joined forces
to bust your butt and take over your world!
They're the ultimate dirtbags of baditude!...



**Sometimes to even the score,
you've got to double the odds.**

double trouble



But you've got the Battletoads and the Double Dragon dudes
to even the sides and gang up on the goons.

They're the ultimate team!

Available on NES™, Super NES™,
Game Boy™ and Sega™ Genesis™

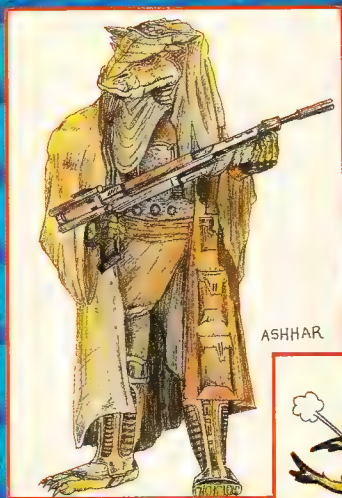


TRADEWEST

An Interactive Entertainment Company



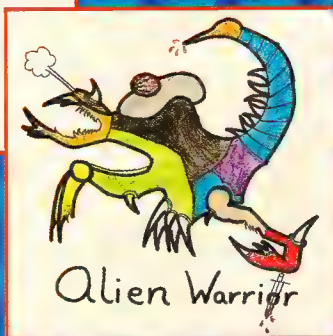
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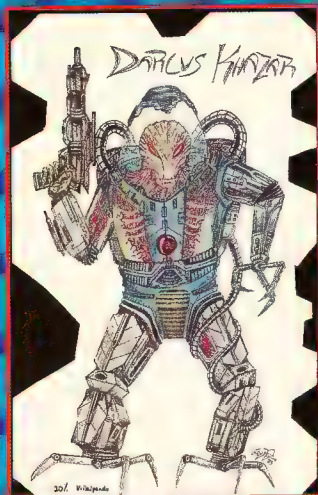
"Ashhar" by Jorge Giovanni Gomeztagle Flores of Izamal, Yucatan, Mexico

Also:

"Elector" by Clyde Blakely of Chatham, N.B., Canada
 "Hyperbat" by Shawn Cardozo of Palmdale, CA
 "Mutoid" by Matthew Hogan of North Miami Beach, FL
 "Mutant Sand Beetle" by John Rogers of Pleasanton, CA
 "Rekshaw" by Timothy S. Wong of Hacienda Heights, CA



"The Maxium Alien Warrior" by Dana Laukhuff of Beech Creek, PA

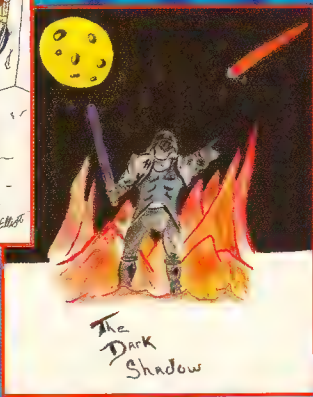


"Darcus Kahazar" by Jose Manuel Oropeza Villalpando of Toluca, Mexico

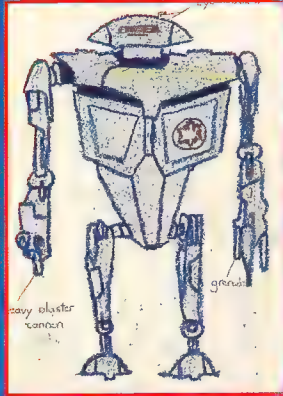
Third Prizes: (an official, original, 100% cotton Star Wars T-shirt)



"Imperial Spider Droid" by Wyatt Elliott of Rockford, IL



"The Dark Shadow" by Bryce May and David Francis of Ogden, UT



"Imperial Assassin Droid" by Phil Muller Jr. of Beverly, MA



OK!



Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"

Electronic Gaming Monthly



**"The thinking man's action/
platform game"** *DIE HARD GAMEFAN*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport



**"Troddlers joins Lemmings
at the top"** *GamePlayers*

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

SEIKA
Breakin' All The Rules™

The 1993 NBA

Finals

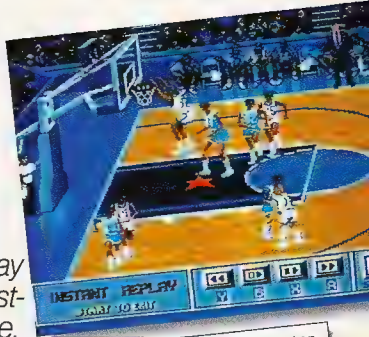
PARTY





Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder, you can build your own dream team. Even if all 5 starters are Shaq.

NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying. Malone taking the rock to the rack.



The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that weak stuff in here.

IN THE PAINT.

Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades.



Better clear out when Zo powers in with a double pump slam. Because he always rocks the house.



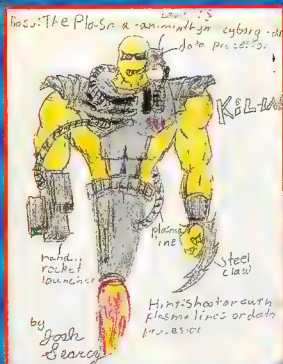
Injuries. Everything from the '92-'93 season. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And party in the paint.

EA SPORTS™
If it's in the game, it's in the game.™

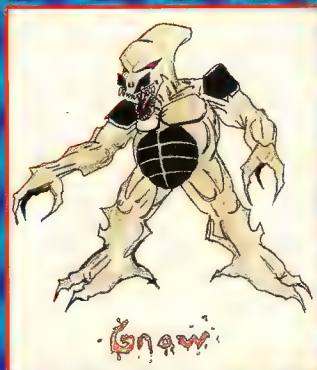
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Product Information Number 140



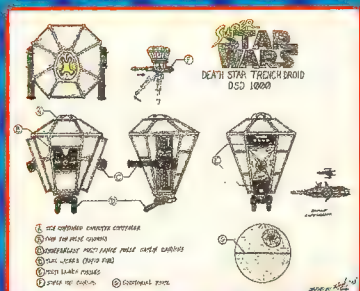


"The Plasma-animinthym-cyborg-droid" by Josh Searcy of Stockbridge, GA

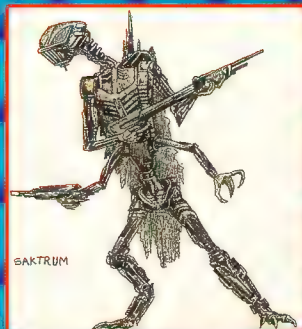


"Gnaw" by Jimmy Proctor of Conneautville, PA

"Dark Force: The Ultimate Dark Side Warrior" by K. Stern of Monroe, NY



"DSD 1000" by Hugh W. Taylor of Millilani, HI



"Saktrum" by Horacio Almada Trujano of Toluca, Mexico

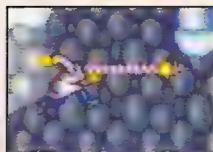
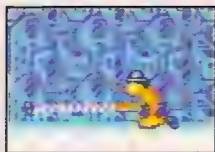
Honorable Mentions

- Chris Andreyo
- Jason Areheart
- Jeff Black
- Ronald J. Bonnett
- Baltazar M. Cardenas
- Robert Castaneda
- Ryan Cobb
- Joe Cook
- Nick Crews & Isaac Paris
- Justin Cruse
- A. DeBartolis
- W. DeBoer
- Joey Denoy
- Casey Erdmier
- John Fahim
- Christopher Fell
- Jacob Gallmann
- Chet Garress Jr.
- Christopher Geyer
- Joshua Gibbs
- Douglas Gladstone
- Juan Rodolfo Arriaga Gonzales
- Jeremy Harris
- Launni M. Harrison
- Bonnie Hartman
- Cyrus Hovig
- David A. Kessler
- Matthew Kishonis
- Matt Klein
- Anita Kennedy
- Andrew Lee
- Chris Lewis
- J. McIntosh
- Sue McCann
- Trevor McManus
- Mario Ruiz Mendoza
- Don Moore
- Jennifer Moore
- Randy Moore
- Leslie Nave
- Drew Newlin
- Jonathan O'Connell
- Bill Parmentier
- Neel Pawar
- Bryan Ramey
- Scott Robson
- Brian Sandri
- David Shranger
- Lacy Soderquist
- Shelley Wood

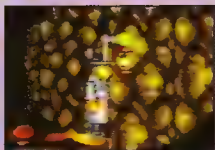
Also:





- "The Guard" by C. Ilson of Corona, CA**
- "Jawa Defense Jet" by Peter Bushell of Clearbrook, B.C., Canada**
- "Imperial Guard Scarlacc 3-X9" by Kevin Edwards of Jerseyville, IL**
- "The Head Hunter" by Matthew Francis of Ogden, UT**
- "Defense Dragon" by Simon Poole of Si-Mabarraz, Saudi Arabia**
- "The Killer" by Karl Urban of the Bronx, NY**

INSPECT THIS!



Join Inspector Gadget on his madcap, worldwide search for his niece, Penny. She's been kidnapped by the evil Dr. Claw and it's up to the intrepid detective to find her! Use specially designed gadgets to make your way through dozens of treacherous traps and scary scenes built by wicked M.A.D. agents. Launch self guided propellers at aerial targets, make impossible leaps with the aid of a super-stretch arm, and fly off a cliff with a custom helicopter! Plenty of surprises await you both in the action-adventure game of the year!



-  Find invisible items with a high-powered magnifying glass!
-  Travel from the Swiss Alps to the sun baked sands of Egypt!
-  Get valuable clues and items from trusty Brain!
-  Finally see the face of Gadget's oldest foe—Dr. Claw!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

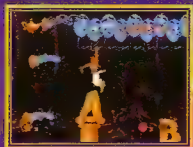


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Product Information Number 170

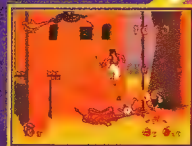
THE MAGIC OF DISNEY.



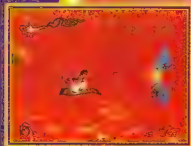
JUMP INSIDE
THE GENIE'S LAMP
FOR A PINBALLING,
PING-PONGING TRIP!



COLLECT THE TOKENS
FOR A CRACK AT THE
BONUS ROUNDS!



MOONING GUARDS!
DIRT-WAD-SPITTING CAMELS!
NICE NEIGHBORHOOD!

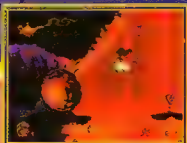


ANIMATION SO
SMOOTH - YOU'LL
SWEAR YOU WERE
IN THE MOVIE.

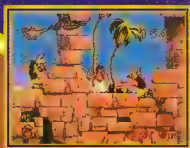


THE POWER OF SEGA.™

HANG ON
FOR THE RIDE
OF YOUR LIFE!



SURVIVE THE CAVE,
RESCUE THE BABE.
GENTLEMEN, START
YOUR CARPETS!



MORE VILLAINS! MORE SWORDS!
SHISH-KABOB, ANYONE?

Disney's Aladdin

You've never seen anything like it!
The one and only videogame with
genuine animation created by the
artists of DISNEY - combined with
the action of SEGA™ GENESIS™.

Fly with ALADDIN in the most
awesome sword-slashing, side-splitting
adventure ever! It's totally loaded
with new villains, non-stop laughs
and the fastest action this side of the
Sahara! So hit the "start" button
and hang on!



SEGA™ Disney™ Virgin
GAMES™

WELCOME TO THE NEXT LEVEL.

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SEIKA
SUPER NES

LEBBNIO

JEFF LUNDRIAN

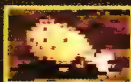
A thousand years ago in the land of Sellech, evil Beldor held the people in the grip of fear and desperation. Although eventually Beldor was imprisoned, a leader named Cedric is now determined to release the remnants of Beldor's power to use himself. Two heroes, Kaor and Igor, must succeed where others have failed and stop Cedric. Legend's strength is its good looks — the graphics have a unique moody depth. The trip to Joe's Inn, for example, played out during a driving electric storm, is truly impressive. But you'd better get used to doing lots and lots of jump kicks. They're your fastest attack.

Seika: 20000 Mariner Avenue, Suite 100, Torrance, CA 90503

Grab This Stuff



Bread restores one life point.



Mim, chicken: Also restores one life point.



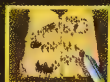
Gold bags are the most common item and are worth 50 points.



You need two **potions** to cast a spell, and you can carry as many as nine.



One-ups are usually found only in barrels or chests.



You don't need to grab the **map**, but it gives your location between stages.

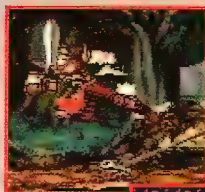


Use the **keys** to open charts during bonus rounds.

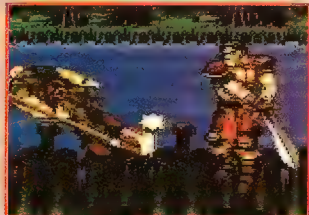
How to Injure



Don't use the **chop** unless there's only one enemy around. It's very slow, and once you start a swing, there's no way to stop.



The **jump kick** is your fastest attack — use it for 90 percent of your work. Learn it, do it, live it.



The **jump swing** won't get you out of harm's way like a jump kick, but you can use it to hit enemies immediately behind you.



There are two or three **spell** variations, but all do the same amount of damage. Save them for bosses.



The **shield** isn't an attack — it's a desperate attempt to avoid damage. Jumping away is usually better.

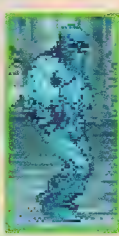
Beginning of the Quest



Spearmen — Common grunts who show up in every stage.



Swordsmen — Almost as common, they're better at blocking your attacks, and they can jump around.



Bog Monsters — These slime-covered skeletons aren't any more dangerous than anything else, but you fight them while knee-deep in muck.



Bowmen — They stay at the screen's edges and take only one shot to kill.



First Sub-Boss

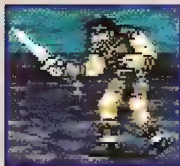
Also one of the toughest. You must stay inside the range of his staff and kicks. Jump-kick to get close, and hang with him as best you can.

First Boss

This tree monster can be hit only with jump attacks. Blast it with spells, then finish it off.



The City



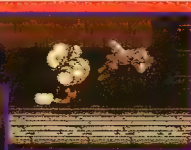
Thieves — Sneaky little goons, they like to come at you from behind.



Axemen — Imposing, but stupid. Their axes give them a long reach.

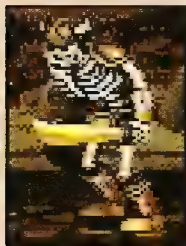


Attack Dogs — Hard to hit, but they die with one blow.



Second Boss — Very tough, he can both throw barrels and charge with devastating speed. Jump up or down to get out of barrel range, then attack when he goes to retrieve it.

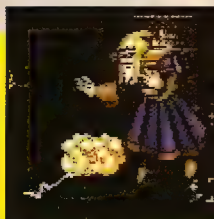
The Black Temple



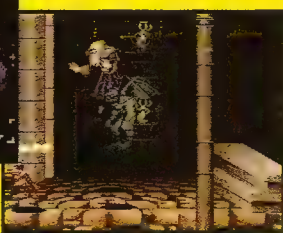
Skeletons — Very good at shielding themselves, they can also take a lot of damage. Be careful.



Wizards — Slow and basically ineffective as warriors, they can still pack a wallop if you're not careful.



Third Boss — Easy to defeat with jump attacks; however, he brings in a friend after taking a certain amount of damage. Blast the gargoyle with spells if he gives you any trouble.





Net Man — You meet him midway through this stage, and if you can't defeat him (and don't plan on beating him), he traps you in his net and hauls you off to jail.

The Old Mill

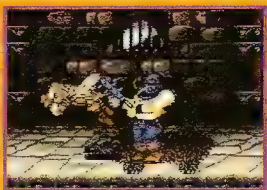
Prison Guard — He's a tough opponent, but if you get close and stay with him, he can be beaten.



Elevator Operator — He drops you back down to the bottom if he sees who you are. Jump up to the platform before he gets a look at you.

Prison Boss

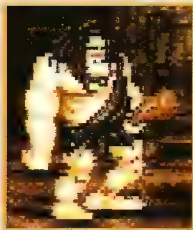
Blast him with spells and stay as far away from him as possible.



Fourth Boss — Return to the mill to fight this dragon. Wait until it lands and is about to breathe fire, then — you guessed it — jump-kick. He stops every so often and calls out the troops, but he doesn't attack as long as someone else is doing the fighting.



The Cavern



Cavemen — A primitive lot, they're nonetheless every bit as deadly as their more-evolved buddies.



Axe Warriors — Big and mean. If you cut these guys any slack, they'll cut you plenty.



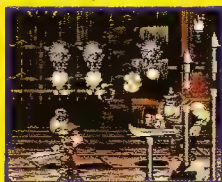
that's mighty confusing. Stay alert.

Cave Flend

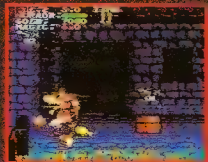
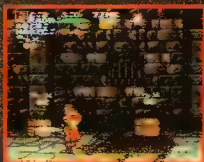
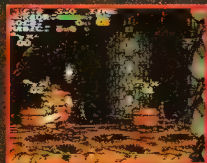
The cavern fiend isn't tougher than other bosses, but you fight him against a swirling background

Sanctuary

Cedric. That's all you need know.



BONUS ROUND



Always head for the chest that you need the keys to open. Your rewards will be much greater.



CLIFFHANGER™



(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - Gamepro, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993



Climb, fight, and shoot your way through 7 zip-locking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain—the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist longhairs...before he turns you into a blood-soaked slushie.



Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

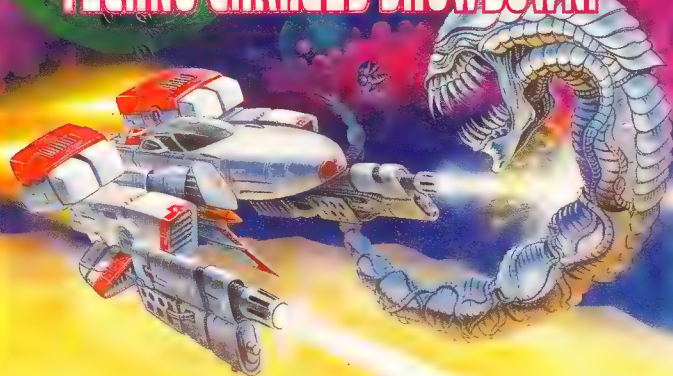
Available for all Nintendo® and Sega® systems.

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Product Information Number 227

BIOMETAL

TECHNO-CHARGED SHOWDOWN!



ACTIVISION/SUPER NES 11440 San Vicente Blvd.; Los Angeles, CA 90049

Once Mathews

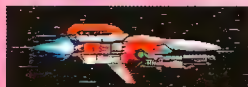
In *BioMetal*, a long war has divided the galaxy and exhausted its resources. The human race stands on the brink of extinction. The Galactic Council, in a last-ditch effort, dispatches a fleet of ships into the far reaches of the cosmos to mine new resources. While examining Planet UP457, the fleet is attacked and destroyed by a race of aliens known as the BioMetal.

Since UP457 is within your sector, you're immediately sent into action. Your mission: To destroy the BioMetal within 32 hours to keep them from breeding — and taking over the galaxy. You're at the helm of a MF-92GX Halbard, equipped with a plasma rifle, missiles, and an experimental GAM (Gel Analog Mutant) Unit. You can power-up your plasma rifle by retrieving any of three power-pod enhancements left by ally weapon suppliers, and you have three types of missiles at your disposal as well. But the GAM is your most valuable weapon, continually charging and regenerating to protect your ship. Use it sparingly!

Activision's souped-up shooter kicks the life into your Super NES, with five action-filled levels and a techno-charged soundtrack that's to die for! Die-hard arcade fans might find the stages short, but *BioMetal* more than makes up for it in difficulty! You provide the power, 2 Unlimited provides the tunes!



THE PLASMA RIFLE



The MF-92GX Halbard

The Halbard is the mothership of your fleet. This advanced fighter is the galaxy's only chance against the BioMetal.



The Vulcan Cannon disperses a powerful wide burst of vulentized plasma.

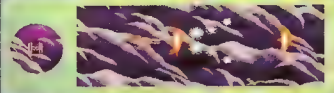


The Laser Cannon provides a more streamlined burst of plasma that easily cuts through larger BioMechs.



The Wide-Beam Rifle: Your most powerful weapon disperses plasma across a broad area — you're unstoppable with it.

MISSILES



Straight Missiles fire directly ahead of your ship.

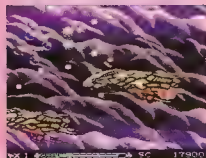


Bend Missiles fire in a sharp vertical trajectory.



Homing Missiles fire on and track the closest enemy.

STAGE 1: METAL STORM

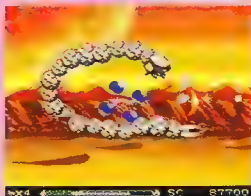


Use the GAM for protection, and keep in mind that it must recharge before you meet the boss.



BOSS: Stay high and use the GAM for protection. Target its eye.

STAGE 2: DESERT RAVE

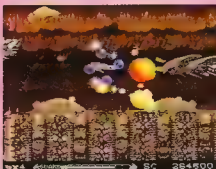


Wave after wave of bio-drones and bio-worms are nonetheless no match for the GAM's attack and defensive abilities.



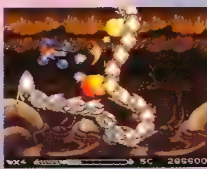
BOSS: Again, target its eye and continue firing until it's destroyed. Use the GAM in close-attack runs.

STAGE 4: DEAD ZONE



BOSS — and beyond: This bio-worm's only weak area is its head. Use

Take out the smaller ground installations with GAM strafing runs. Continue to use the GAM for protection.

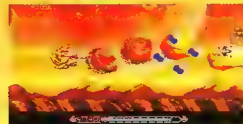


the GAM for protection and lead the worm into your line of fire. Intelligence advises you to use the same methods and skills to battle the remaining stages. Good luck.

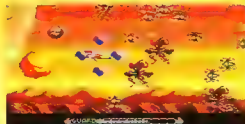
The GAM Defensive/Offensive Mechanism



Carefully watch the GAM's power meter — once it's exhausted, the GAM must recharge and your Halbard is left unprotected.



When you're on the defensive, use the GAM's powerful attack against larger bios.



But when you're on the offensive, this formation enables the GAM to protect your ship — use it in overcrowded areas.

STAGE 3: PSYCHEDELIC CAVE



Watch out for dead ends deep within the cave. Power-up the Wide-Beam Rifle or Laser Cannon to defeat the larger bios.



BOSS: Avoid the spores, shoot directly into the flowers, and use the GAM as protection.

THE RAVE REVOLUTION

Although Techno-Rave is still in its infancy, its mesmerizing beats and fierce hooks have grabbed devoted followers, even though the musical industry has ignored it other than an occasional news report on its evils.

Since its early beginnings in German houseclubs, Techno-Rave was seen as high-end, high-energy dance music played by DJs with esoteric tastes. It wasn't until 2 Unlimited's "Twilight Zone" and its infectious follow-up "Get Ready for This" broke into the worldwide dance charts that the U.S. mainstream began to take notice. Last summer, AB Logie's "Get Up" topped out on many top 40 crossover stations.

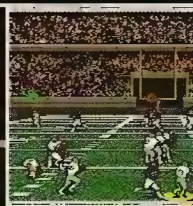
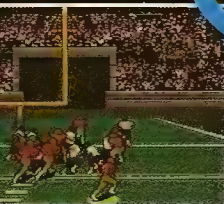
Kelly Rodgers, a producer for Activision, is a big fan of Rave, and it was his idea to use it to replace the original Japanese soundtrack in *BioMetal*. It was also his idea to contact the group 2 Unlimited, a leader in Techno-Rave.

As we reported last July, licenses such as Virgin Interactive (*Global Gladiators*), Interplay (*The Lost Vikings*), and JVC (*Jaguar XJ220*) are currently incorporating Rave-like soundtracks into their games. And Techno-Rave dance compilations are some of the best-selling products in record stores across the U.S. The tunes just keep getting better....

GP

THE ONLY WAY TO

QUARTERBACK

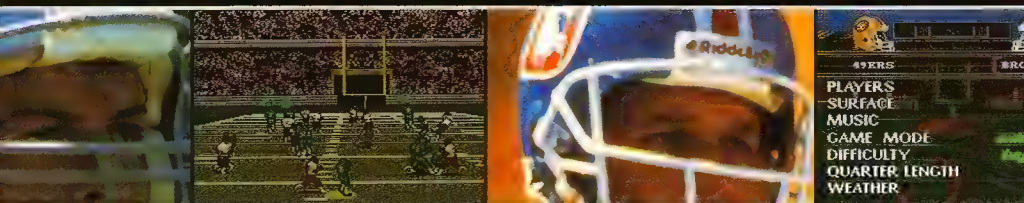


**IT'S GAME TIME! PLAY THROUGH
AIKMAN, KELLY, CUNNINGHAM, MOON, ELWAY, SIMMS, KOSAR**



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ESIASON, YOUNG, RYPIEN—THEY'RE ALL HERE!

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Product Information Number 103

VIRGIN INTERACTIVE SUPER NES

Virgin Interactive, 18061 Fitch Avenue, Irvine, CA 92614



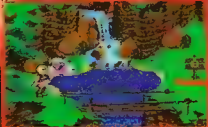
The Kid Is Hot!

Jeff Lundrigan

Ah, the good old days — the *really* old days, like Middle Ages old. Years before there was a King Arthur or a Round Table, there was a soon-to-be-famous young wizard named Merlin. Jolted out of a sound sleep by the cries of a young woman, he rushed outside to find a maiden drowning in a river. Without a moment's thought for his own safety, he dove in after her. Maybe he should have thought for a moment, however, because his heart was bigger than his biceps, and the strong current pulled him under.

But soon-to-be-great wizards can't be killed so easily. When Merlin awoke, he found himself in a strange land, one ruled with an iron fist by the evil Shadow King. Since the land was low on heroic types, he figured he'd give it a shot.

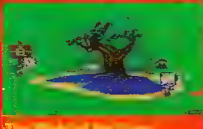
If you're looking for something that's both different *and* good, check out *Young Merlin*. It's a prime nominee for Sleeper of the Year — there's no overhyped marketing campaign, just a consistently entertaining game that's a joy to play. Part action, part RPG, part puzzler, every part of *Young Merlin* looks great and plays even better.



Throw your loose gems in the Rainbow Pool! Gain spells! Amuse your friends!

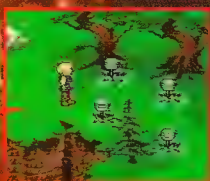


Dwarf Mine: It's a mine filled with dwarves. Whaddya gonna do?

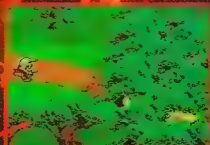


Gnomies have stolen her reflection. This looks like a job for Superman! Too bad he's not around.

The Land of Merlin



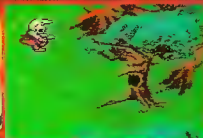
are an early barrier. Freeze 'em and run right by.



A Forcefield blocks the way to Pinedale. Try again later.



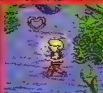
Freeze the Goblin, then blast him. He bars the way to the southern areas.



Kill the **Acidic Lizard** with star power — but don't get too close!



The **Conjurers** can't injure you, but it sure put a hurin' on your toes. Find something to scare off these guys.



Bottle Spell:
Extra air, my
lungs crave
and

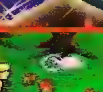
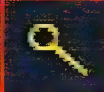


Whenever you
see the sign
of the **Bottle**,
fill up on
liquid.



The Mystic Items

Freeze your
enemies with
Fairy Dust, then
blast them!



Use the **Locks** and
dazzle enemies with
your flowing locks.



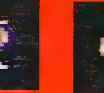
Each
of the
five
kinds



The **Fishbowl** is
suitable for
carrying... well,
you figure it
out.

of **Flowers** goes well
with wooden hearts.

Cast your **Beans**
upon the water
and you shall
get stuff.

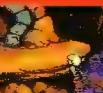


You start with
three **Hearts** —
collect all 16!

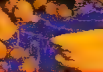
People are
always asking
you to find **Keys**.

Lantern: Don't
go into a mine
without one!

The **Mask**
creates an
image that can fool enemies.



The **Spring
Spell** works
in only one
place.



Together with a flower,
the **Wooden Heart** gets
you more stuff

Wrench: OK, theft
is a crime, but how
else are you gonna
get that wheel?

There are two
Stars — gold,
and the more
powerful silver.

The
Match
might
just

burn every enemy on-
screen. But some
enemies are fireproof!

Use the
Snowflake to
freeze every on-
screen enemy.

Lightning's more
like it! It zaps
every enemy —
and no waiting to
recharge!

Choose Your Weapon



Creatures Loathsome & Foul

The **Very Big
Spider** is tricky.
First, use the
mirror to trick
the little
spiders, then use the
snowflake to freeze
everything. Switch to the
star and shoot the egg sac.
You've got to do this a
bunch of times — whew!



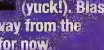
You can
kill the
**Maze
Critter** like
anything else: Freeze 'em
and blast 'em!



Use the mirror
and stay away
from the **Green
Slimebag**.
When he
breaks into little blobettes,
draw them off with the mirror
and shoot them with the star.



The mirror
keeps off the
flying
eyeballs
(yuck!). Blast
them, but stay away from the
Shadow King — for now.



You get your air from
underwater from the
Mermaid. OK, she's not
an enemy, but where
else are we gonna run
this picture?

GP

HAVOC IS SAILING
YOUR WAY SOON...
THE SEVEN SEAS WILL
NEVER BE THE SAME.



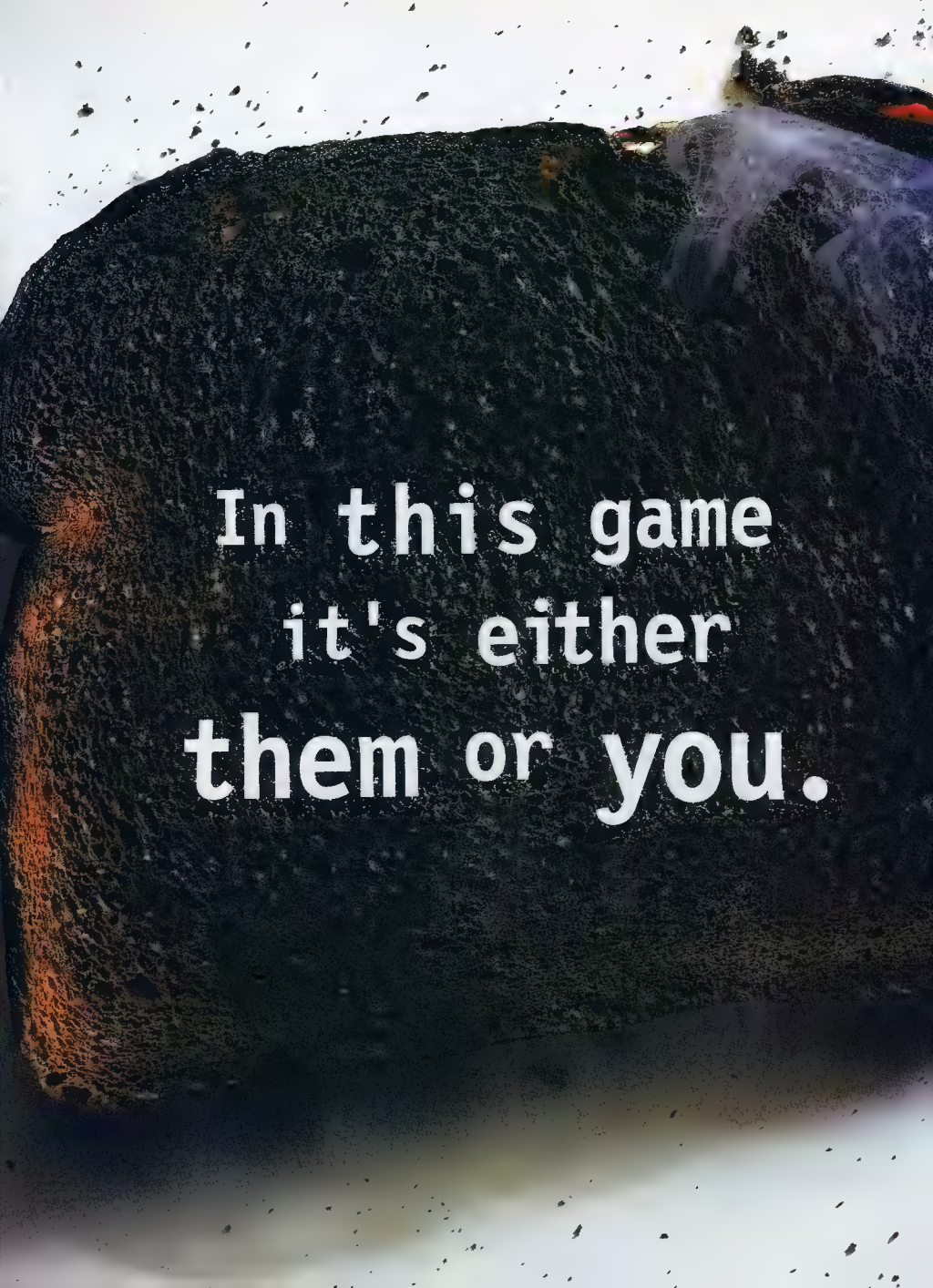
Product Information Number 130

DATA
EAST

SEGA GENESIS™



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In this game
it's either
them or you.

GOLDIERS OF FORTUNE



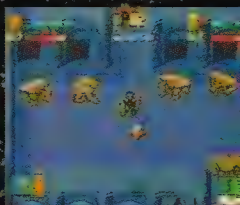
You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



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The Secret Is Out!

the SECRET of MANA

Jeff Lundrigan

Let's cut to the chase: *Secret of Mana* is the best RPG for Super NES we've seen all year. Square Soft, maker of the various *Final Fantasy* games, is known for its fine work, but the designers have outdone themselves this time. *Mana* is not only huge, but the graphics also set a new standard for 16-bit RPGs, with lush landscapes and larger-than-usual characters. It's simply packed to the gills with great stuff.

In a welcome departure, combat is handled in an arcade style. While some purists might object, this combat is smooth and challenging, not a thumb-busting exercise. It keeps things moving faster than in a normal RPG, and it also lets one, two, or (if you've got a multi-tap) even three people play at the same time.

So what are you waiting for? If you miss this one, you're missing out!



You have three adventurers from which to choose: a boy, a girl, and a... uh... sprite!

SQUARE SOFT'S SECRET



TIMOTHY: Yeah. We're not supposed to be here. There's a ghost around?



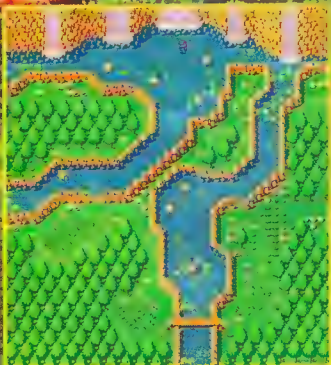
Rockhhhh



ZIPPY: Ouch! Phew. It's no way to get back up. Now what are you going to do?



Idiot showoff! There you are, a cocky young lad, hanging around where you shouldn't be. Sure enough, you get into terrible trouble. Lots of good stories start out this way.



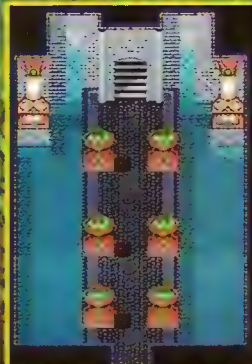
You could wander for days lost in the valley, find a sword and cut your way out.



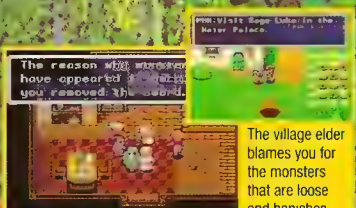
Potos has been the village you call home for many years — but that's all about to change



No sooner do you arrive than a monster appears! There's no real strategy here — just get in there and fight! When it dies, you know it!



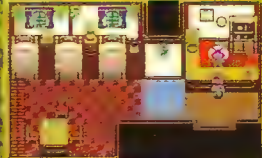
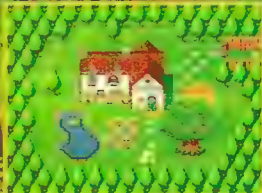
The Water Palace



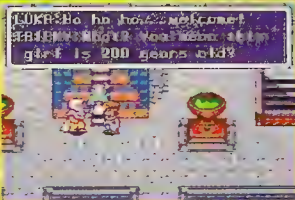
The village elder blames you for the monsters that are loose and banishes you forever. Fortunately, a passing warrior gives you a place to go.



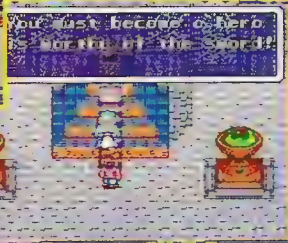
There's a company of soldiers just outside the Water Palace that's led by Dyluck — you'll be seeing a lot of him



On the way to see Luka in the Water Palace, be sure to visit Neko's, conveniently located off the main path through the woods



Luka tells you all you need to know about your destiny, the sword, and the Mana. Listen carefully, then head for Pandora and Gaia's Navel.



— TO —

PREPARE FOR

ETERNAL

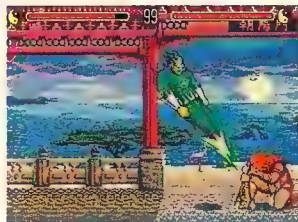
CHAMPIONS,

USE STREET FIGHTER II

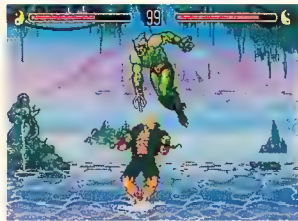
AS YOUR

TRAINING

WHEELS.



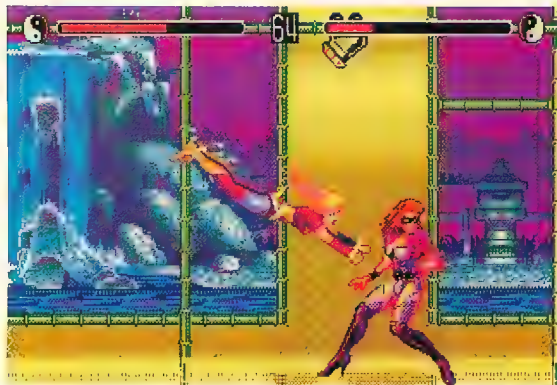
In a full force attack, Blaze bumbles Slaab in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Maki. 52 players can compete here, 20 more than any other fighting game.



Check out Raz doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sappa on her own with a double-fluted air-dive on Shadow. Hey Johnny Cage, scared you'll get shipped by a girl!

You probably aren't prepared for such an intense fighting game. Fear not. That's why we've included the Hiko-Trainer and Instant Replay to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style. Like Ken, Kame Do and Shoryu. With 35 killer moves, any of these guys could kick Gates butt. Get good enough and you'll discover all the cool Overkill. Prepare yourself. Because when it comes to pun, it's better to give than receive.

SEGA
GENESIS

CHAMPIONS

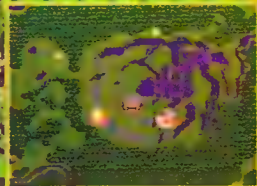


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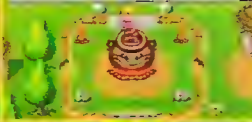
TRICKY: Hm... Uh...
DOH! What? No, no, no!
Just stay still!

GIRL: What on earth are you
doing? Why? Why?

These goblins who want you to stay for dinner, if you catch their meaning. Fortunately for you, a mysterious girl happens by and bails you out.



You can travel to Gaia's Navel by cannon, but you're better off walking — fight anything that moves and gain experience.

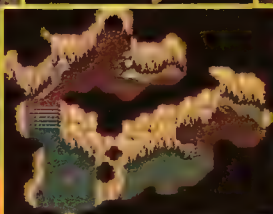


GIRL: This is GREAT! I need your help! I helped YOU didn't I? It's your turn.

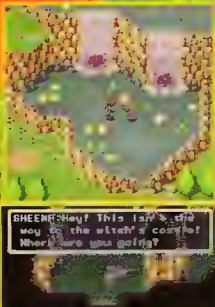
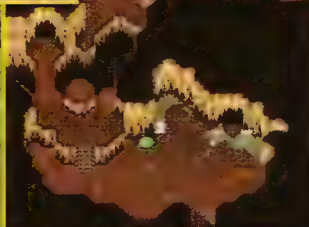
You find the girl again inside the castle in Pandora, only she's not so mysterious this time. She should join your party now.



SECOND LEVEL

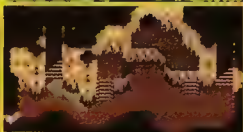
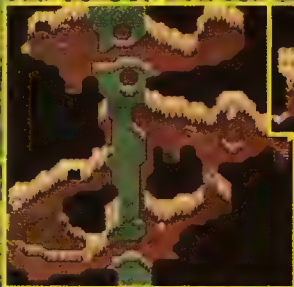


FIRST LEVEL



DIENE: Hey! This isn't the way to the other's castle! What are you going?

There are two entrances to Gaia's Navel, and Neko, for some reason, is behind one of them. The girl takes off because she's angry at you for not going after Dyluck, so go on alone.



THIRD LEVEL



You finally find Watts in the Dwarf Village. He's the blacksmith you've been hearing so much about.



SPRITE: Ben, baw, baw, baw
Mon't baw baw baw baw baw



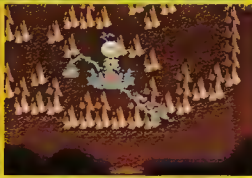
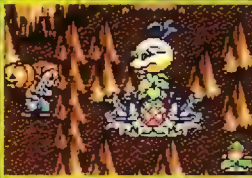
SPRITE: Well, how was that?
What an actor I am! That
guy was even crying!



SPRITE: Aieee! Did you
overhear what we just said?



Visit the sideshow and meet the Sprite, a conniving little critter.



Oh, and by the way, a monster shows up here, too. As it pops out of the ground, try to attack it from an angle so your sword can reach over the stalagmites.

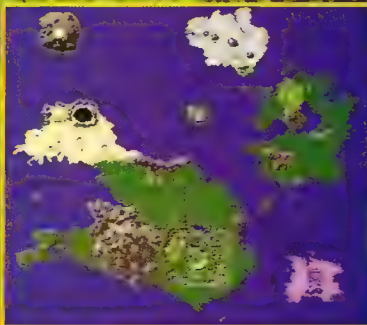
Go north to the Haunted Forest, find her castle and ask her to open the seal.



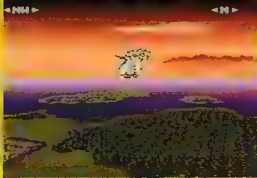
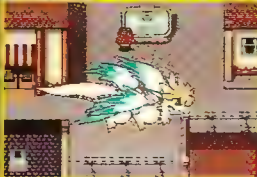
Some poor girl went in
there about 10 years



Once the Sprite joins you, head north through the Haunted Forest to the witch's cave. You're re-united with the girl .. eventually

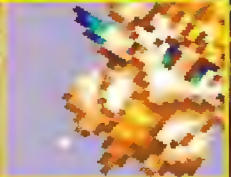


But your adventures haven't even *begun*. The world is a very big place, and so far you've seen a very tiny part of it.

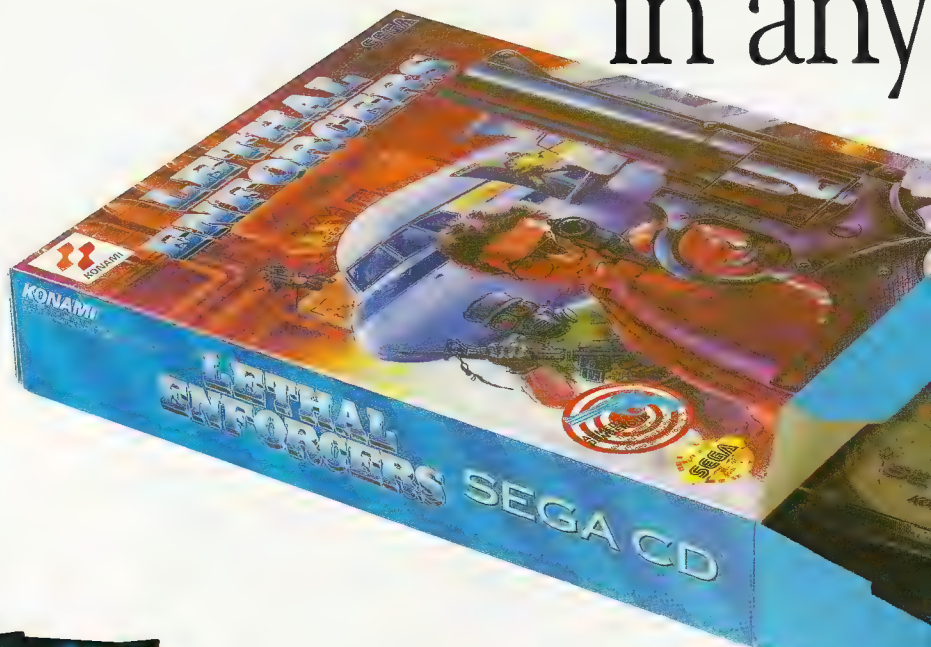


But you get plenty of help along the way, including a chance to ride the great dragon Flammie! Never give up!

GP



You won't find in any



We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier™, into every package, for a total arcade experience *unlike anything you've played at home before.*

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack[®] box.



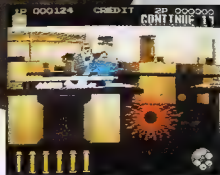
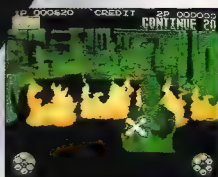
Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.
(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES[®] game may be released. Please check with Konami for availability.

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Konami Game Hit and Tpy Line. 1-800-896-KONT (4466)
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

Product Information Number 210

KONAMI[®]



The Whole **SHOCKING** Story

ZOMBIES ATE MY NEIGHBORS

Billy R. Moon

Zombies Ate My Neighbors is a video-game adaptation of just about every B movie ever filmed. In addition to protecting your neighborhood from the grave rejects in the title, you must fend off werewolves, mummies, aliens, and a bunch of other classic movie monsters. The object is simple: Grab your neighbors before the ghouls do.

At the beginning of the game, you have ten neighbor victims to rescue, and you get a certain number of points for each one. If you save them *all*, you get a ton of bonus points at the end of the level. Extra victims pop up at certain point levels, and if all your neighbors meet their doom (or if you loose three lives) the game's over.

You're armed with a squirt gun at the beginning of the game that safely takes care of the zombies. But to take on the tougher monsters, pillage your neighbors' houses in search of plates, silverware, soda cans, and any object suitable for slinging at evil fiends. Careful looters can also find first-aid kits and handy potions.

Zombies Ate My Neighbors is a truly inventive action game that has enough strategy to keep things rolling. The graphics and sound effects are adequate, and the spooky soundtrack is particularly appropriate. The coolest thing about the game, however, is that it has 55 levels, most chock-full of secret passageways and other hidden stuff. With humor and replay value, *Zombies* is sure to keep you busy for quite awhile!

**Cool Stuff
to Pick Up**



Collect keys to enter your neighbors' houses.



Use red potions to cure your neighbors.



Drink blue potions to become invisible.



Use yellow potions to turn your neighbors into zombies.



These cool T.K. 3000 cross-trainers give you a burst of super speed.



Use the magic mirror as a decoy to distract the monsters while you attempt to rescue your neighbors.



Use the magic mirror as a decoy to distract the monsters while you attempt to rescue your neighbors.



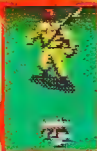
Use the first-aid kit to refill your energy.

The Neighbors

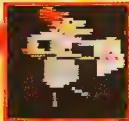
The **inner-tube dude** always floating in the pool is worth 100 points.



A **footsoldier** is worth only 100 points, but look nearby for his arsenal.



The evil **schoolteacher** is the least valuable neighbor, worth only ten points.



A pair of **tourists** brings in 200 points. Be careful around them after dark!



The **barbecue guy** brings in only five points, but the stuff on the grill nets 100.



Wherever there are springs, there's a **trampoline girl** — and 300 points.



Nathan, Backyard Explorer: 500 points.



Ralph, the Wonder Dog: 500 points.



Eric, the Wonder Baby: 700 points.

The ultimate prize: **Krista, the Wonder Cheerleader**, clocking in at an easy grand.



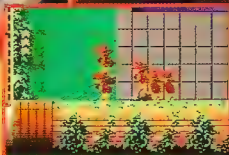
The Monsters



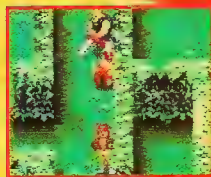
Your run-of-the-mill **zombie** can be taken out easily with a standard-issue squirt gun.



Nail **Tommy**, the annoying, evil doll, with a soda can to silence his pathetic shouts. You can also bash his head in while you're the purple beast.



The **basic zombies** that look like, well, **Sheer** (as seen in *Sheer*) — if a **zombie** looks like that, **kill** it. With a **can** or **the** **kill** **gun**.



Stanley Decker, the chainsaw maniac, will use his handy tool to take care of you and the neighbors. **Conquer** him and his pals with a clown decoy — or use your **bazooka** in a pinch.



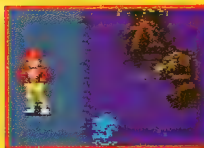
The **mummies** can be taken out with multiple shots from your squirt gun — but you can only blast through walls with cracks in them.



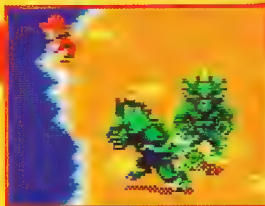
Look for the **pod plant** in the middle of a patch of weeds — it fires its pods straight at your little noggin. Use your weed wacker to take out both the weeds and their evil master.



The **alien mutant blob people** are highly vulnerable to the cold. Attack them with your freeze ray or with popsicles.



Werewolves are the fastest of your opponents and can take you out quickly with their deadly claws. Shoot them with silverware before they get near you, or simply activate the magic tallman.



Gill-Man of the Blue Lagoon is a water-based version of a werewolf. Oddly enough, you're as good a swimmer as he is, so try to outswim him. If you meet him on land, resort to your big guns.

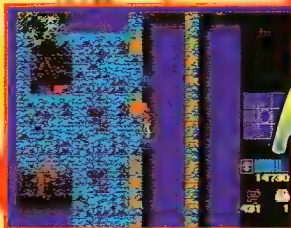
The Search for Cool Stuff



After you've rescued all the victims, be sure to search the entire house for weapons and miscellaneous handy items. When searching your neighbors' houses, be sure to nose through their cabinets.

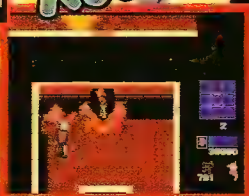


Garbage cans are other potential hiding places for bonus items.

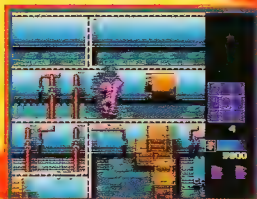


There's a secret doorway in almost every board. If you see something behind a wall, try walking through it.

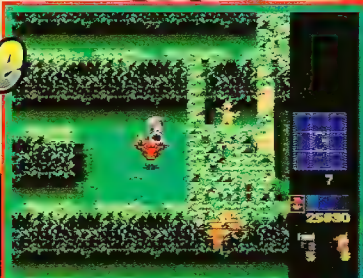
Alternative Routes



There's a pile of sand marking one of the doorways of most secret passages in the pyramids. The doorway on the other side is generally highlighted by a darker section in the middle of a wall.



If you're the purple beast, use your fists to create a shortcut.



Sometimes you must make your own doorway. If your trusty bazooka can't be forewarned, the wall will crack the vents with cracks a mile.



Let the replacement trigger's castle be a secret door. To find the way to get out the first, before you can use the other.

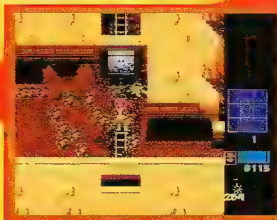
Giant Babies, Etc.



You've got to get rid of the giant baby before you can leave level 8. Look for a Pandora's Box hidden in a nearby house, use it, then polish off the kid with a few bazooka blasts.



Level 11 is a good place to pick up extra men since you're given a "weed wackin'" bonus at the end based on the plant life you've destroyed.

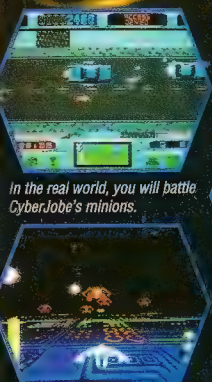


You need a skeleton key to survive level 20. If you missed it, go back through a few levels and search more carefully. Remember that garbage can on the second level?

CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?

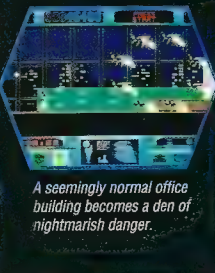


THE LAWNMOWER MAN™



In the real world, you will battle CyberJobe's minions.

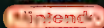
In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.



A seemingly normal office building becomes a den of nightmarish danger.

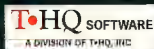


LICENSED BY



As a movie, The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action. It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment... and creates a monster, transforming him into the superhuman Cyber-Jobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

Nothing can prepare you for the amazing world of virtual reality...



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Product Information Number 112

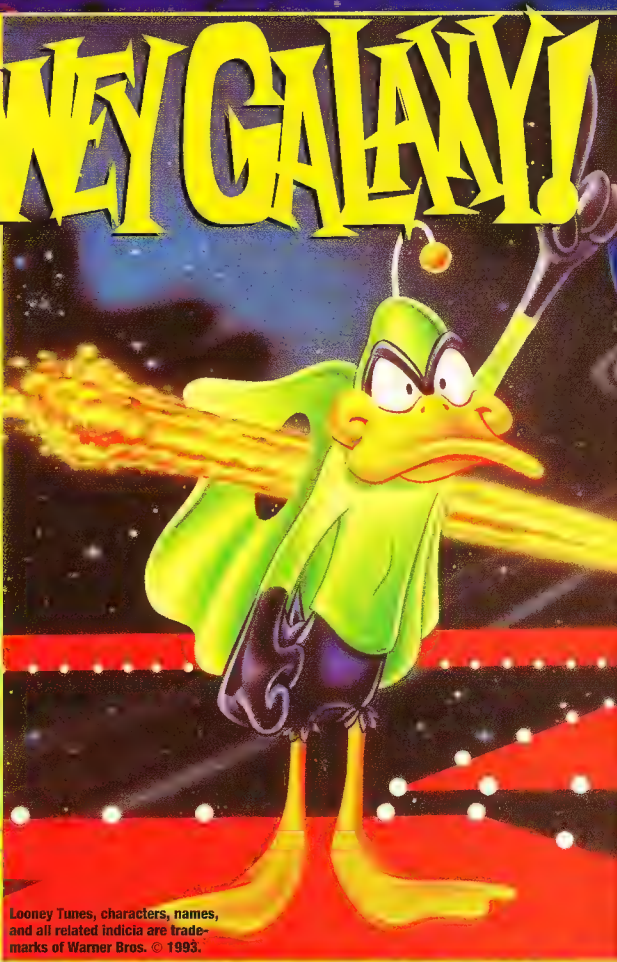
ONE LOONEY GALAXY!

Jonathan Gagnon

We need a hero who can keep Marvin the Martian from taking over the galaxy. We need a hero brave enough to risk his life for interstellar peace. We need a hero like — Daffy Duck?

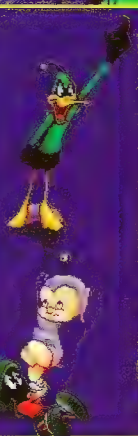
That's right! In *Daffy Duck: The Marvin Missions*, based on the classic Looney Tunes cartoon "Duck Dodgers in the 24 1/2 Century," our favorite fowl stops at nothing to keep Marvin from kidnapping cosmic space ambassadors and blowing up Earth. But what is a hero without a trusty sidekick? Luckily, Porky Pig is on hand to h-h-help Daffy if the action gets too heated.

The Marvin Missions is 30 levels of nonstop action, wacky humor, and excellent graphics. You can choose from a bunch of weapons, and there are bonus items and secret rooms to uncover — not to mention a slew of bosses that each bring you one step closer to Marvin. This blast off is a blast!!

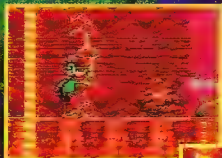


Looney Tunes, characters, names, and all related indicia are trademarks of Warner Bros. © 1993.

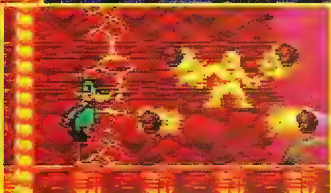
Sierra, 11165 Knob Avenue, Cypress, CA 90630



Marvin can't accomplish his mission as long as you and Porky are on the case.



Watch out for glowing rocks in the wall — there's usually a monster lurking nearby.

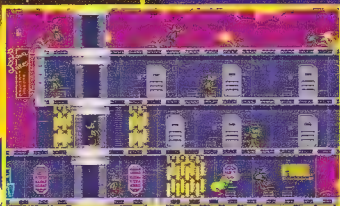


Daffu Duck

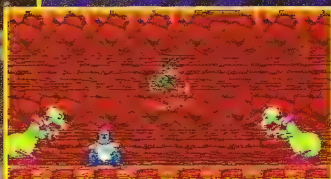
THE MARVIN MISSIONS



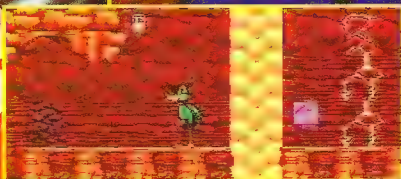
**SUNSOFT
SUPER NES**



Search around the Lava Lakes hotel for goodies — and excitement.



Use your nutty attack against the helpers this time.



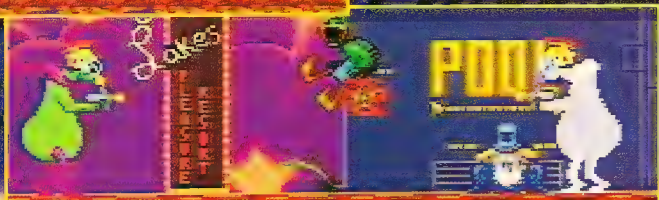
This juice glass contains a healthy space-breakfast drink. But watch out for the rocks ahead.

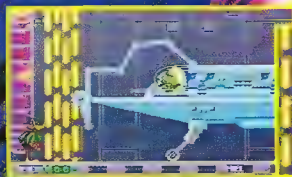


There's a hole in the floor hidden by this stream of lava.

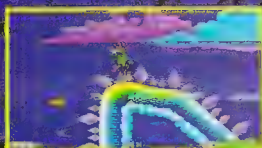


These Marvin helpers try to get you in a pickle. Try freezing one of them, then concentrate on the other.

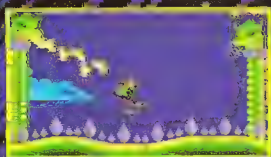




When you face Marvin in his metal contraption, crouch here and keep firing upward — but keep an eye on the metal claw's position and get out of the way if it comes near you.



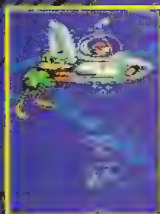
Watch the water level — bombs float upward as you move.



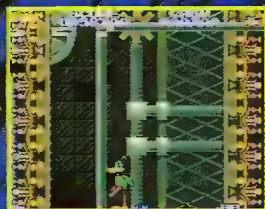
These dragons heat up the action. Concentrate on one so you don't get caught in a crossfire.



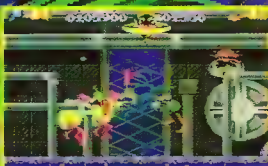
Move very, very slowly in the tube so you're not caught off guard. The puffer fish chases you if you're not careful.



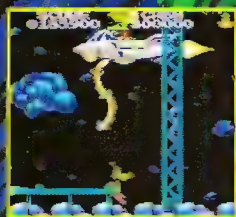
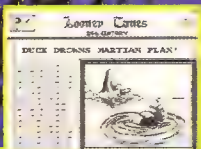
Use the air bubbles to travel upward, but watch out for enemy subs.



Quickly shoot at the gun so the walls from closing in.



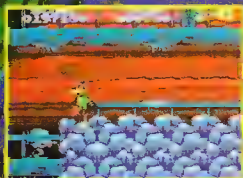
This boss is tricky. Use your jetpack to get on the same level as Marvin — your shots will destroy him faster.



Ouch — that electric ray hurts. Keep moving back and forth while shooting upward. When Marvin swoops down, jump over his ship.



Jump over the cartoon character, then wait until the electric floor disappears to continue. Watch the signposts — they're cartoon points.



Sure, the background's beautiful, but don't forget about the villains like the little guy behind you.

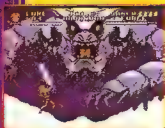


This stubble-looking chicken turns into a robot. Drop his shots, then return the favor.



SUPER STAR THE EMPIRE STRIKES BACK

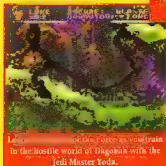
Will You Accept the Challenge of a Jedi Knight?



Track a gruesome ice beast a few seconds before a Jedi Knight can.



Beat the clock and escape the Imperial Walkers on the ice planet Hoth.



Learn the ways of the Force and survive in the hostile world of Tatooine with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LICENSED BY
Nintendo

SUPER NINTENDO



Product Information Number 146



PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

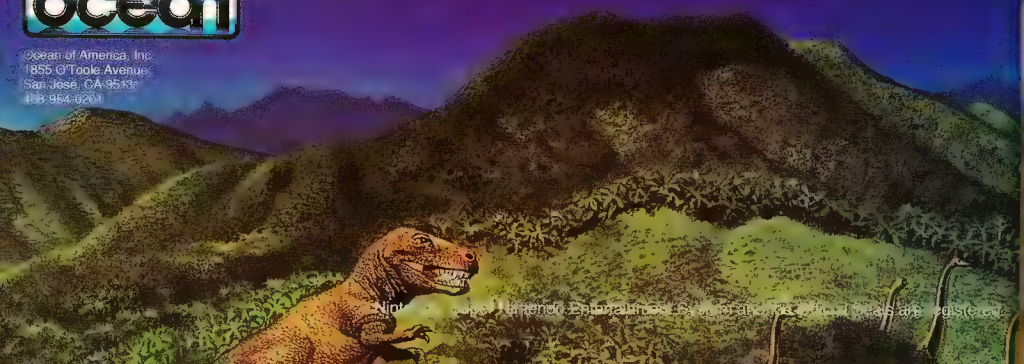
**This is first-person,
in-your-face,
eyeball-to-eyeball,
full-motion 3-D
action like
you've never
experienced
before.**

JP in 3-D.

**If the movie shook you, Jurassic Park
for the Super NES will rip you apart.**



Ocean of America, Inc.
1855 O'Toole Avenue
San Jose, CA 95131
Tel: 954-0201



ENTURE OF ALL TIME...

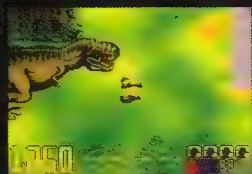


PARK™

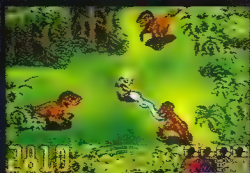
ENTERTAINMENT, INC.



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



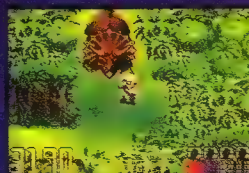
Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

NOW AVAILABLE FOR

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ALSO AVAILABLE FOR

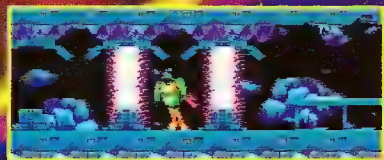
Nintendo

AND GAME BOY

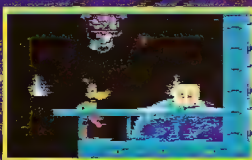


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Product Information Number 721



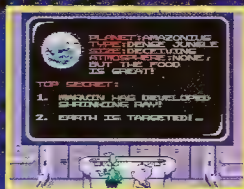
Wait for the electric beam to disappear before progressing.



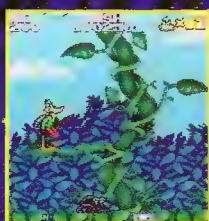
A nutty attack icon!



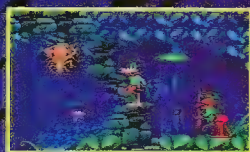
This machine looks menacing. Avoid the orange ball, and watch for a beam to form when the claws come together. Shoot at the bubble.



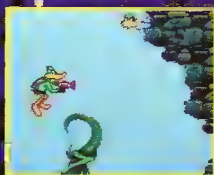
Planet Amazonius



Creatures on this planet are pretty nasty.



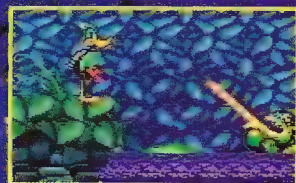
Take your time grabbing the gun — first kill the spider, then proceed.



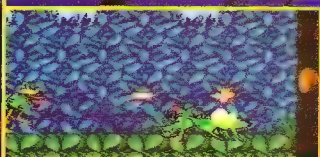
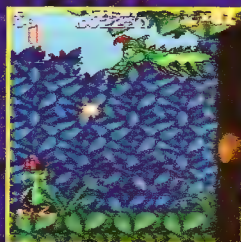
It takes a big leap — or some jetpack power — to get this extra life icon.



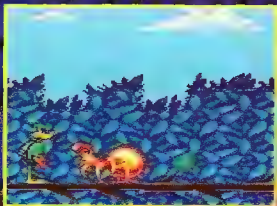
The queen ant has help from her army. Kill the ants, then shoot the spider. If she comes after you, jump, turn, and shoot.



Don't jump until the toad pulls in his tongue.

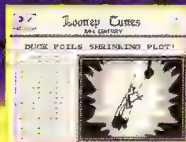
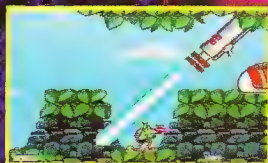


A flying dragon, how cute — NOT. Watch his flying pattern as you shoot upward. Lean over him when he swooshes.



This sub-boss drops spiders on you unless you shoot them in midair. Run back and forth while shooting up, and when the boss drops down, fire until it's on you, then jump.

Wow! This is one big boss. Hide in the holes while shooting upward. When he steps over, shoot the bottom of his tennis shoe. Keep moving from hole to hole until he's dead meat.



TECMO SUPER BOWL

TECMO SUPER BOWL FROM THE PLAYERS' PERSPECTIVE

SEGA

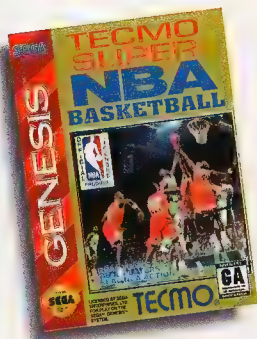
TECMO.

EA



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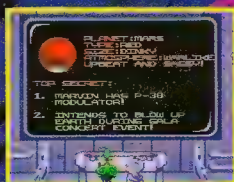


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It's time to explore Mars.



Daffy must hurry — everyone's lining up to see Earth destroyed.



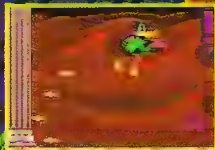
Shoot, or be shot. These guys don't notice you until you start firing.



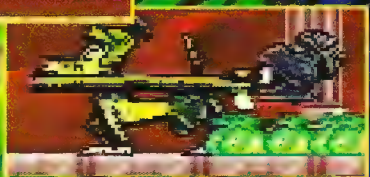
This guys sure has a lot of guns. Be sure to dodge his gunfire.



Use the elevator to get to different floors — but be careful where you get off.



What a big gun Marvin has! When he shoots, jump between the shot... and the shell.



This guy looks familiar too bad you've got to blow him away.



It's just you and Marvin now. Run around those ledges while firing at him, but don't let him get close enough to run into you.



Sunsoft's Looney Tunes

Sunsoft is to video-gaming what Goodyear is to race-car tires — both companies burn rubber to stay in front of the competition. Speed is key, and the Looney Tunes license is quickly putting Sunsoft at the front of the pack.

Sure, Sonic is synonymous with speed, but long before there were video games, the Looney Tunes characters were blazing new trails on the cartoon scene. In its second year of a five-year licensing agreement with Warner Brothers to use the Looney Tunes characters, Sunsoft has already released *The Roadrunner's Death Valley Rally* for Super NES, *Taz-Mania* for Super NES, and *Speedy Gonzales* for Game Boy. A SNES version of *Speedy* is expected in time for the 1994 holidays, but it could be ready as early as August or September.

"The hunger for video games south of the border is tremendous, and Speedy is definitely a south of the border kind of character," said David Siller, director of product development for Sunsoft.

Next up, however, is *Rabbit Rampage* for Super NES, which pits Elmer Fudd, Yosemite Sam, and the Tasmanian Devil against Bugs Bunny. The title is expected in January and will feature a lot of in-your-face, slapstick action — the type of humor that made Bugs Bunny famous.

Gamers will be glad to know that Wile E. Coyote gets another chance to stick a fork in the Roadrunner. This time, the cunning coyote even gets top billing — the name of the game is *Wile E.'s Revenge*. You can count on new Acme contraptions, too.

Sunsoft has also let *Game Players* know that it will be making another Tasmanian Devil title for SNES, and Taz will be making an appearance on Game Boy as well. These games are still in the early stages of development, so few details were available. Expect the games, however, for next year's holiday season.

"When we made the first Taz title for SNES," Siller says, "we wanted a game that moms, dads, and first-time gamers could enjoy, not just 12 to 13 year olds."

— Todd Mowatt

ROBOCOP 3

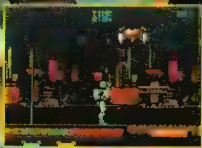
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GENESIS™ &
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**MOTOR CITY
SHOWDOWN!**



**TEAM-UP WITH
ROBOCOP'S OLD
ADVERSARY—
THE GIANT ED-209.**



**BLAST OCP'S
FLYING DROIDS.**

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!

SEGA
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EDGE

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Product Information Number 103

BILLIARDS 101

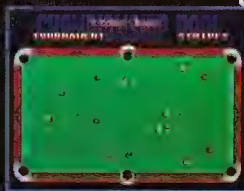
Rack 'Em Up with New Pool Games



Billy R. Moon

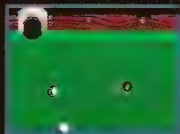
Mindscape's *Championship Pool* and Data East's *Side Pocket* give all you Super NES-heads a chance to enter the exciting world of pool in a big way. One reason pool simulations have proved so popular is that most of them play much like the real-life game: You still must master the angles and spins, although you shoot the ball with a controller instead of a stick. But the tricks in the game are the same on a real table as a video-game one, so here's the official *Game Players Pool Primer*.

Eight Ball



specify the ball you're trying to sink as well as the pocket.

Eight Ball is the standard game amateurs most enjoy playing. Two players or teams try to sink either the solids (balls one through seven) or stripes (balls nine through 15). Officially, each shot has to be called; you must



After you've pocketed all of your assigned balls, you must sink the eight ball to win the game.

Nine Ball



In Nine Ball, you must hit the balls in numerical order, even if you don't sink them that way. For example, if the three ball is next in sequence, you could shoot at it with the intention of sinking the seven. The first person to pocket the nine ball wins.

Cut Throat



Cut Throat is good to play when you have an odd number of players. Each is assigned a sequence of balls (i.e., one through five) and tries to pocket everything but those balls. The last player with balls left on the table wins.

EVIL IN ITS BLACKEST FORM HAS

BEEN RELEASED UNTO THE WORLD.

AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.



AN UNCOVERED THE

HAYA, THE WORLD'S LIFE FORCE

HAS BEEN SCATTERED TO THE

SECRET

of

FOUR WINDS, ONE WARRIOR MUST

UNDERSTAND DANGEROUS FOUR

NEED TO REEVALUATE THE POWER

FULL FORCE AND MAKE MASS

WHOLE OF THE WORLD AS WE

KNOW IT WILL CEASE TO EXIST

WANA



THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the Secret of Mana, a new action adventure game from Squaresoft. Just ask those who have played.

16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells

♣ Bigger characters and better animation ♣ More bosses

and enemies to wage battle against ♣ Extensive use of sophisticated modes and special effects, including smooth,

seamless flight animation ♣ Long game play ♣ Simultaneous

3-player capability ♣ Player's strategy manual and map ♣

Battery back-up that saves up to four different games. All of

which adds up to an exciting new playing experience.

So what are you waiting for? Uncover the Secret today.

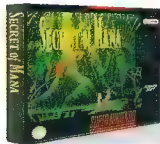


Summon your dragon and fly from one exotic land to the next in search of clues for Mana.

Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your life force is drained away.



Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black magic.



A special rotary select feature lets you easily choose from among different weapons, tools or treasures.



SQUARESOFT

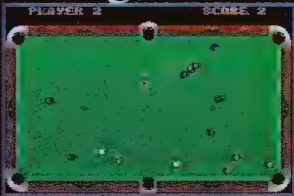
SUPER NINTENDO
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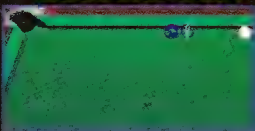
Product Information Number 229

Straight Pool



Here, you pocket the balls in any order, with each successful (and legal) shot counting as one point. The first player to reach an agreed-upon point goal is the victor.

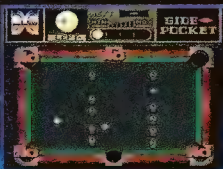
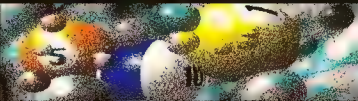
The Shots



The most basic pool shot involves a straight line between the cue ball, the object ball (the one you're aiming for), and the intended pocket. Give serious consideration—even on simple shots—to the power of your shot as well as the English you apply.



cut the ball. Aim the cue ball so it hits the object ball slightly off center. Cut the ball left, for example, by aiming at the right side of the object ball.

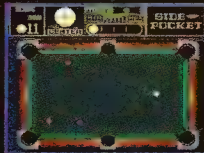


Here, using left spin in combination with a pretty severe cut enables you to sink the one ball in the bottom center pocket while

sending the cue ball spinning off to the lower rail, sinking it in the upper right corner.



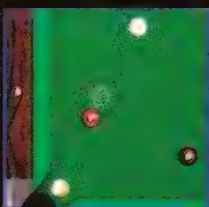
Side Pocket



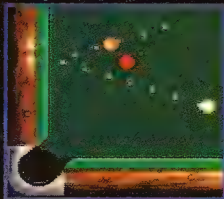
This combination of straight pool and Nine Ball is unique to the video game world. Each board has a different rack (beginning arrangement) of a certain number of balls (which changes with each board). You should hit the balls in order, but if you can't, just sink as many as possible or use trick shots.



At the end of the game, you get points based on 1) the number of balls you sank in sequence, 2) the number sunk in a row, and 3) the number of trick shots you successfully completed.



A **combination shot** causes your object ball to hit another and send it hurtling toward a pocket. This kind of shot is especially useful in Nine Ball or in games where you must hit balls in order, but there's no hope of sinking the next ball in sequence.

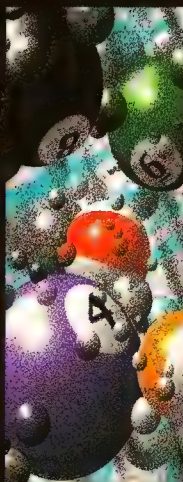


The idea of a **bank shot** is to bounce the cue ball off a rail, causing it to hit your intended object ball. Use a bank shot when another ball is in the way of the one you want to hit.

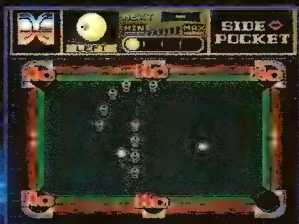


English describes the

various spins you can put on the cue ball by hitting it slightly off center. Hit the cue ball left of center, for instance, to cause it to spin right (clockwise) and curve slightly to the left. English makes the object ball curve noticeably in the opposite direction.



Hitting the cue ball below the center point puts **draw** on it, causing it to bounce backward when it hits the object ball.



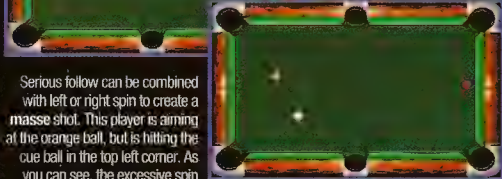
Use **side spin** to create some interesting effects on rail shots. Putting left spin on an otherwise straight rail shot causes the object ball to bounce to the right when it hits the rail. Since you're facing the rail, the ball comes back to your left, leaving you hit the object ball without using any fancy blowers.



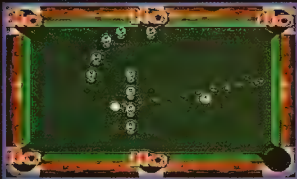
Follow (top spin) is the opposite of draw. Hit the cue ball *above* center to make the cue ball follow the path of the object ball.



Draw is usually used to set up the cue ball for the next shot, but you can also use it to sink other balls behind the first one. Here, use draw as you shoot at the one ball; the cue ball backs up and sinks the two ball.



Serious follow can be combined with left or right spin to create a masse shot. This player is aiming at the orange ball, but is hitting the cue ball in the top left corner. As you can see, the excessive spin makes the cue ball curve severely and miss the object ball entirely. Masse shots can be used to create otherwise impossible shots, as well as to impress the entire neighborhood.



Hitting the cue ball toward the bottom causes the ball to hop off the table. Used in combination with a severe cut enables

you to sink the ball without shattering any glass. Use this effect, too, to avoid balls that stand between you and the object ball.

Championship Pool

Mindscape®, 60 Leveroni Court, Novato, CA 94949

Championship Pool is best described as an electronic billiards simulator. Overall, it's rougher around the edges than *Side Pocket*, but it makes its case as the definitive simulation of the real game by providing you with just about every game-play option you could want, and then some!

Check out all the variations on the basic game on the main menu, and be sure to give the freestyle game a try. In freestyle, you're given a choice of racks, then can go from there. If you want a five-player version of 13 Ball with the stipulation that balls coming into contact with an orange ball before dropping in the pocket must be returned to the table, you can.

Aside from the sometimes awkward controls, *Championship Pool* is the perfect game for serious pool players who want to play at home without giving up floor space for a table.



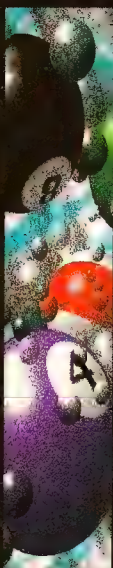
Any pool game in the known universe can be played with this cart!



Championship Pool's menus provide a ton of options, but it's annoying to flip to another screen just to use a little English.



The Zoom option allows a close viewing of the action from practically any angle.



Side Pocket

Data East, 1850 Little Orchard Street, San Jose, CA 95125

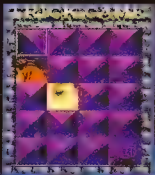
Side Pocket is slicker than *Championship Pool*, with excellent graphics of both the table and the babe that appear between rounds. The music and sound effects are equally impressive, particularly the crystal clear "presented by Data East" announcement that opens the game. The interface is also easier to handle than *Championship Pool's* intensive menu arrangement.

However, *Side Pocket* isn't really faithful to the game of pool. You can play two-player Nine Ball, but you're generally limited to the unique Side Pocket rules we described earlier. At the same time, the fast-paced game play, killer sound and graphics, and the overall Vegas feel, make *Side Pocket* enjoyable for casual players.

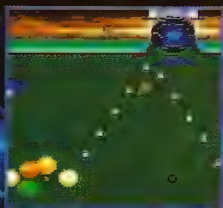


Mere pool — or Vegas-inspired babefest? You decide.

The trick-shot game allows you to perfect all your pool-shark skills.



Sinking a ball in a flashing blue pocket nets a ton of bonus points.



ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR



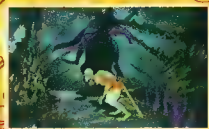
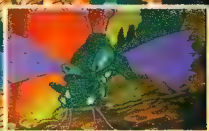
This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



Product Information Number 148

READYSOFT

ReadySoft Incorporated
30 Wertheim Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-8887

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EO GAME



FAVORITE GAME SYSTEM

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Visual



Production Number 238

AWESOME POSSUM

A Marsupial with a MISSION

Tengen
Genesis

Doug Bromley

If environmentally conscious Vice President Al Gore is looking for a pet, then he should check into *Awesome Possum*. This ecologically correct crusader has taken it upon his rodent-like shoulders to rid the world of polluters — or rather, *one* polluter, his arch-nemesis, Dr. Machino. The evil doctor is trying to destroy the environment by sending out automated henchmen to spread trash. The robots also have specific orders to finish off a particular possum who's always getting in their way.

In *Awesome Possum*, you must lead the hairy hero through four worlds of three levels each, constantly picking up trash and eliminating robot foes. You get a new life every time you collect 50 bottles, papers, or cans, and there are power-ups (and fellow animals) that aid you in your quest.

Never — and we mean never — at a loss for words, *Awesome Possum* constantly spits out phrases such as, "I'll clean up this world yet"; "Take that, techno-geek!"; and "You'll pollute no more." But fortunately for the player, you can reduce his motor-mouth or eliminate his comments entirely, letting you concentrate on getting past the legions of ecologically disastrous robots and Dr. Machino. It's a dirty job, but somebody has to do it.

The Rain Forest

plastic bottle



newspaper



aluminum can



recycle symbol



Collect 50 recyclables for an extra life. A recycle symbol equals ten items.

Hop a ride on amicable animals. The bee helps collect trash in the sky, and the rhino tramples everything in its path. Look for a manta ray and an arctic bird in later levels.

When you run past a clock, you can start at that point if you lose a life.



Jump on these red drums to bounce your way high into the air.

Rain Forest Renegades



Awesome Possum won't be so awesome if this chainsaw-wielding robot gets a hold of him.



These guys are usually trying to saw the limbs off trees, but sometimes they run along the ground trying to saw the limbs off you.



This flying gunman zeroes in on you from above and tries to finish you off with his fire-shooting weapon.

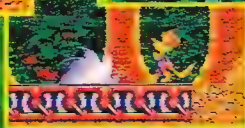


Flames, speed, and razor-sharp blades combine to make this boss an incredible threat to your hairy little body.

Deadly Devices



These machines take away your life in a hurry if you linger too long. You can destroy everything but the bear trap, but it's easier — and safer — to avoid them.



Possum Power-Ups

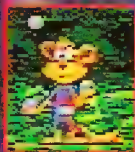
The mega-jump allows you to jump much higher than normal, and you immediately spin when you jump, which makes defeating foes much easier.



Extra heart fully restores your fitness.



Extra life naturally adds one extra life to your total.



little talent — by pulling out his juggling balls.

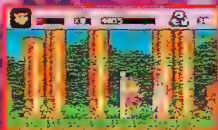
If you stand in one place for long, Awesome Possum shows his patience.



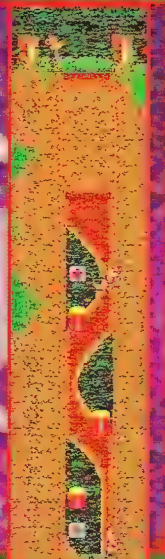
The mega-speed gives you incredible velocity. When combined with the mega-jump, you're one powerful possum.



The winged "gg" lets you go to a bonus round when you complete the current level.



Despite his constant activities, Awesome Possum finds the energy for a joyous dance when he reaches the finish line.



Recycle This, Machine!



The later stages consist of the Sea Terrors, the Awesome Possum, and Machine's home. Men, at last, Awesome Possum cleans up Machine's mess!



Pop Quiz

IF LOGGING CONTINUES AT CURRENT RATES, ALL UNPROTECTED ANCIENT FORESTS IN OREGON AND WASHINGTON WILL BE GONE IN:

BY 100 YEARS
BY 200 YEARS
200 YEARS



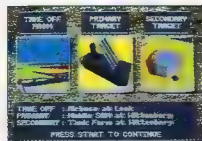
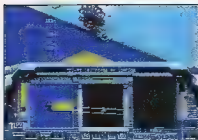
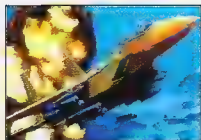
HOW MANY BROWN RATS DOES IT TAKE TO EAT AS MUCH FOOD AS ONE HUMAN?

BY 3
BY 3
240



Here's a short environmental quiz between each level; each question has three answers from which to choose — answer correctly and receive 10,000 bonus points. Fortunately there's no penalty for incorrect answers ... other than some nasty looks from the other animals.

Dive, soar, strike, twirl, pitch, burn, act, react, fire, flatten, shatter, tangle, swoop, land, chase, escape.



Actual screens may vary.

**F-15
STRIKE EAGLE**

for Sega™ Genesis™ game machines. If you're playing anything else, you're only flying. To order your copy, visit your favorite retailer.

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MICROPROSE
ENTERTAINMENT • SOFTWARE

SERIOUSLY FUN SOFTWARE



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Product Information Number 221

Build ^{an insanely} over-priced sports car.
drive it as fast as possible.
And laugh in the face of authority.



*{ Just don't cry when
you're sharing a cell
with a big fat guy who
picks his nose. }*



Break all kinds of laws in one of four European Racers. Integrated video clips give tips, re-arrangement, and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.™



This model makes the game better. The game makes the model better.

EUROPEAN
RACERS



The game has tons of cool video clips just like this one. Only different.



Product Information Number 136

GOLDIERS OF FORTUNE

JEFF LUNDRIGAN



T

he world has
been thrown
into chaos:
Men have

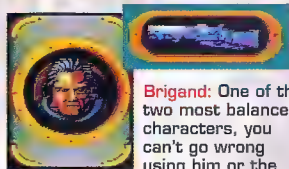
been changed into wolves,
buildings have sunk into the
sand, and mutant beasts roam
free. People have abandoned
cities to seek refuge in the coun-
tryside, hiding like animals.
Armies begin to loot and pillage.

From a remote corner of
England, Baron Fortesque
watches the confusion. The
power-hungry autocrat has
forced a scientist to create a
Chaos Engine to throw the world
into flux. But without warning,
the machine imprisons Baron
Fortesque and transforms him
into a horrid beast. Meanwhile,
the machine continues to alter
time and space.

Enter the *Soldiers of For-
tune*, mercenaries who each
possess a special ability. You
choose two from the six at your
disposal, then send them into
the baron's estate to destroy
the machine. One highly rec-
ommended strategy: Go it
alone. Enter a two-player game,
kill off the second character,
then collect all the money for
yourself.

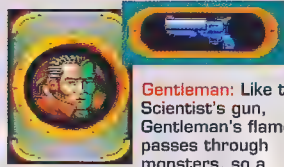
Soldiers of Fortune is a little
like *Gauntlet*—without even
that much excitement. The
graphics are fine, and there are
some interesting puzzles and
other secret stuff, but the game's
control leaves something to be
desired. You usually wind up
being more frustrated than chal-
lenged. On the other hand, if
you can play with a friend, you
could do worse than *Soldiers of
Fortune*.

The Z-Team



Brigand: One of the
two most balanced
characters, you
can't go wrong
using him or the

Mercenary—they're average at
everything, although Brigand is
better looking.



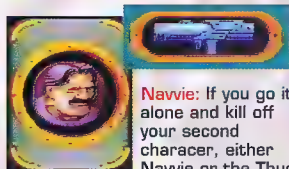
Gentleman: Like the
Scientist's gun,
Gentleman's flamer
passes through
monsters, so a

single burst can injure more than
one. His map is useful if you're on a
level for the first time.



Mercenary:
Tactically, the only
difference between
the Brigand and
the Mercenary is

each man's special power-up. The
Mercenary's first-aid kit comes in
mighty handy by the time you get it.



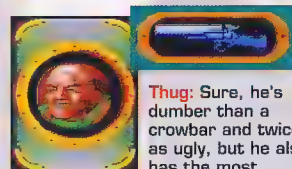
Navvie: If you go it
alone and kill off
your second
character, either
Navvie or the Thug

would be your character of choice.
He's slow, but very powerful.



Scientist: Like the
Gentleman, his lightning
gun does all its damage
in one shot—and you
can't block his gun or

the flamer either. Other characters'
damage is divided among each bullet
from their multi-shot weapons and can
be blocked.



Thug: Sure, he's
dumber than a
crowbar and twice
as ugly, but he also
has the most

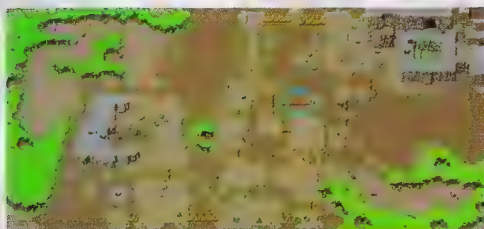
powerful weapon and the longest life
meter. You don't get a trenchcoat
or trendy ponytail, but you *survive*.

Statistics

| Character | Weapon | Start Damage | Max. Damage | Bullets |
|-----------|-------------|--------------|-------------|---------|
| Brigand | Rifle | 7 | 36 | 4 |
| Mercenary | Gatling Gun | 6 | 36 | 6 |
| Gentleman | Flamer | 5 | 30 | 2 |
| Scientist | Lightning | 6 | 27 | 1 |
| Navvie | Cannon | 8 | 44 | 4 |

| Character | Health | Max Health | Speed | Max Speed |
|-----------|--------|------------|-------|-----------|
| Brigand | 25 | 85 | 6 | 9 |
| Mercenary | 25 | 85 | 6 | 9 |
| Gentleman | 20 | 70 | 7 | 10 |
| Scientist | 20 | 70 | 7 | 10 |
| Navvie | 30 | 100 | 6 | 8 |

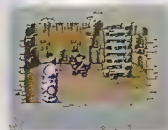
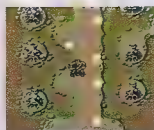
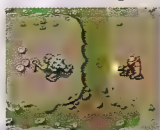
Level 2: Mud Rivers



safely shot from the main island. A gold key, a silver key, and a DZT are at area 3. The gold key opens the bonus area to the southeast, the silver key, the path to the west.

When you reach the bridge at 4 you can grab the gold key and head back north, or leave and continue south. Each route has a node, and it's impossible to activate them both. North is a little tougher, but also has more bonus items.

To activate the last node at 5, either drop a bomb into the pit or grab the gold key to the east. The Golem that comes out of the pit moves *extremely* fast for a guy made out of stone.

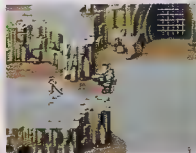
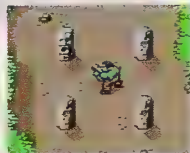
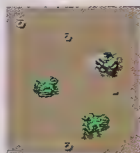
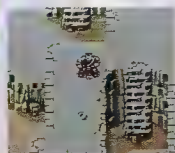


Level 3: Rings

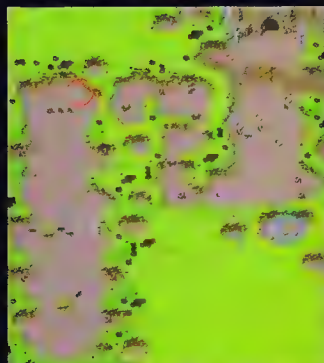
Take the south road at 1, then kill all the monsters along the north route to open the path to the gold key. Be sure to kill the Lobber to the left of the stairs at 2 to open the bonus area to the north. You're surrounded by Chaos Beetles at 3 — grab the dynamite to destroy them, then watch out for frogs as you get the gold rings.

Be on the lookout for a face on one of the columns after getting the gold key at 4 — it opens the bonus area to the east.

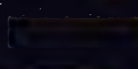
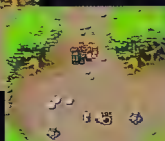
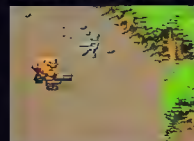
The ring at 5 moves the silver keys from the top of the rock. The last of the six gold keys in this level is at point 7. It opens exit B to a bonus area on the next level; you can reach it only if you have all the gold keys.



World 1: The Forest



Zap the first node to reveal a set of silver keys at point 1, then grab the set gold keys to get into the bonus area at point 2. Also, watch out for the Stone Golem guarding the nodes at the exit — he takes more than one shot to kill.

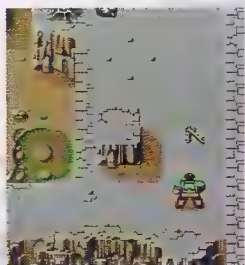
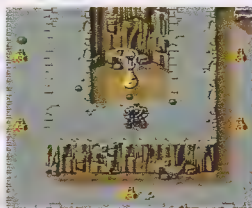
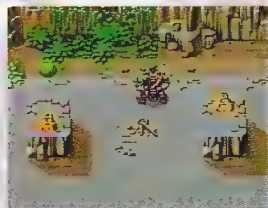


Level 4: The Rockies



Exit B in level 3 leads to the southeast corner bonus area here. Shoot the block at 1 to open a path to the bonus items on the northern wall — but you miss the rest of the level if you go that way. The cave at point 2 looks dangerous, but it teleports you to the bonus area in the southwest.

The node in the pit at 3 can be activated either by dropping a bomb down there or grabbing the node-activator icon. Keep moving if you use the icon — a whole crowd of Lobbers starts dropping stuff on you! You can shoot either of the two blocks at 4, but not both. The one to the right holds a gold key that opens stairs to the bonus area behind you.



Really Nasty Nasties



Muscle Hulk — Native to the maze. Dangerous and dumb.



Beast — Fast, hard to kill ... your basic nightmare.



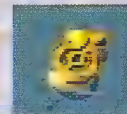
Tiny Fireguy — Small, hard to kill, breathes fire. OK?



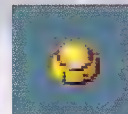
Giant Lobber — It can't hit you if you're close.



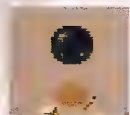
Granite Golem — Tougher than the average Golem.



Robot Dirt Devil — Well, anyway, they *spin*.



Glider — You can't destroy these. Get by with timing.



Black Blob — It explodes when you shoot it.



Turret — Technology's answer to the Spitting Swamp Plant.



Two-Legged Toad — Can jump onto walls, so watch out!



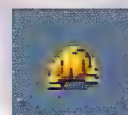
Spider — Look for their nests and destroy them or they won't stop coming.



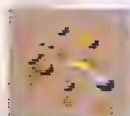
Chaos Barbell — Don't ask us, we just work here.



Robot Jumper — These can also hop over (or on top of) just about anything.



Robot Spider — They're robots, so they don't need a nest.



Dirt Devil — Not the handy appliance!



Sewer Monster — It's shooting at me, and it *doesn't have a head!*



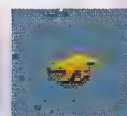
Three-Fingered Hand — Moves well considering it has no feet.



Skull — Don't be fooled just because it looks like a wall decoration.



Launcher — Later, they shoot homing missiles. No lie.



Tiny Lizard — They move *really* fast.



Chaos Tank — They're about as bad as things get.

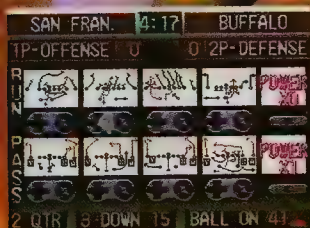


THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THE FIRST TEACHER



Run a variety of offensive and defensive plays.



Run a variety of offensive and defensive plays.



Try not to fumble as you plow down a mud-slicked or ice-packed field.



SO HEAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pre-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.



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Product Information Number 130

GET A MAJOR

CLAY FIGHTER™

TAFFY



**ULTRA
TURBO**
& HEAD TO HEAD
FIGHTING
ACTION

LICENSED BY
Nintendo

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SUGAR RUSH!

This guy's no sweet-tempered sissy. He's Taffy—a simple glob of salt-water taffy, turned into a mean-spirited ball of solid sugar. And he's ready to whack, snap and punch any other Clay Fighter that gets in his way.

Thank You Card

Dear wonderful parent,
Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of laughs) for the holidays, that would be O.K. with me. Did I say you were awesome, too?
Your loving kid,



The rush is on to get in on all of the hilarious fighting power of Clay Fighter. Because if you take your sweet time, you might miss all the fun!

Interplay™

Irvine, CA 92714

Cut here and give to parent



Product Information Number 182

LJN Remains...

LJN/GAME BOY

71 Audrey Avenue;
Oyster Bay, New York
11771



The Narcissist
Lex Luger™
Height: 6' 6"
Weight: 275
Speed:
Strength:
Stamina:



Shawn Michaels™
Height: 6' 0"
Weight: 234
Speed:
Strength:
Stamina:



Mr. Perfect™
Height: 6' 4"
Weight: 254
Speed:
Strength:
Stamina:



Razor Ramon™
Height: 6' 7"
Weight: 262
Speed:
Strength:
Stamina:

Jonathan Gagnon

It can be just a little nerve-racking to face one of wrestling's most grueling and brutal events. It's an event that determines the strongest, fiercest, meanest wrestler ever — it's *King of the Ring*.

This Game Boy action title has only one purpose: to pit wrestler against wrestler, man against man, beast against beast — with no holds barred. So who's it going to be? Are you going to play as 6'8" Hulk Hogan? Massive Yokozuna? How about "Hit Man" Bret Hart? It doesn't matter because there are a tons of giants from which to choose, including one you can create from scratch.

Besides the King of the Ring tournament, this game offers one-on-one matches, tag-team bouts, and the World Wrestling Federation Championship Belt tournament in which you battle seven opponents.

So are you a king ... or a wimp? If your heart races at the sight of a beautiful body slam or a textbook pin, then *King of the Ring* is your key to hours of fun.



Bret "Hit Man" Hart™

Height: 6' 0"
Weight: 234
Speed:
Strength:
Stamina:

You have a lot of characters from which to choose — select the one that best suits your fighting style.

WWF MOVES



punch



kick



stomp



elbow-drop



flying drop-kick



head-butt



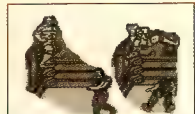
body slam



suplex throw



throw



turnbuckle move



pin



flying elbow-drop

clothesline

hip-toss

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**Macho Man
Randy Savage™**
Height: 6' 3"
Weight: 237
Speed: ■
Strength: ■
Stamina: ■



Yokozuna™
Height: 6' 5"
Weight: 505
Speed: ■
Strength: ■
Stamina: ■



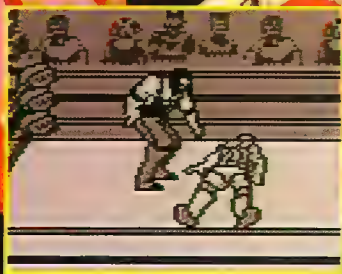
Hulk Hogan™
Height: 6' 8"
Weight: 275
Speed: ■
Strength: ■
Stamina: ■



YOU
Height: 6' 0"
Weight: 250
Speed: ■
Strength: ■
Stamina: ■



Make that tag when you're feeling weak.



Take advantage of your opponent when he's on the ground with a stomp or elbow-drop.



BRET
HART



HULK
HOGAN

3

HULK
HOGAN

Bret Hart desperately wants that pin — but he'd better wait until his opponent's energy is low.



LEX
LUGER

BRET
HART

Lex Luger knows that quick punches are an easy way to get a competitor's energy meter down.

The flying jump-kick takes timing, but when it's executed correctly, it works wonders in lowering your opponent's energy.



LEX
LUGER

BRET
HART



LEX
LUGER

BRET
HART

If you learn to use the turnbuckle to your advantage, you're ready to go all the way.



SHAWN
MICHAELS

2

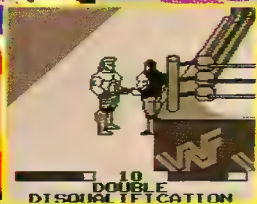
BRET
HART



SHAWN
MICHAELS

10

BRET
HART



SHAWN
MICHAELS

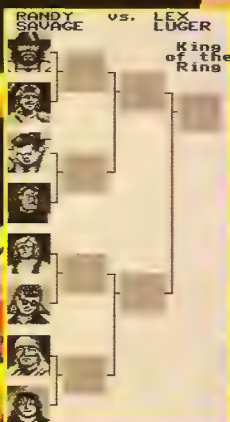
10

DOUBLE
DISQUALIFICATION

Jump out of the ring and grapple with your opponent until his count is near ten, then quickly jump back in for a quick victory. Don't get caught outside — it could mean a double disqualification.



Shawn Michaels uses a classic body-slam on Razor Ramon.



Check out the brackets to see the matchups in the King of the Ring tournament.

Come one, come all — here's the tournament match between Lex Luger and Randy Savage.

Tournament Match

6 of 7



LEX LUGER

VS.

RANDY SAVAGE



Randy Savage performs a beautiful elbow-drop on his opponent.



There's nothing like a suplex to make your opponent go to sleep.



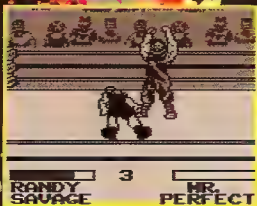
When you're playing on the hardest mode, use a combination of flying drop-kicks and turnbuckle moves to weaken your foe. When his energy's low enough, grapple with him to perform other moves.



If you get trapped in a corner, hop out of the ring, then come back in a different position.



Randy Savage's going for that elusive pin.



Randy! Randy! He's now King of the Ring.



Congratulations to the new King of the Ring

TOTAL CARNAGE™

GET READY FOR THE MOTHER OF ALL BATTLES!

YOUR MISSION: Stop a mad dictator bent on destroying the world! Rescue civilians, eliminate key targets, and destroy General Akhboob's bio-nuclear generators, which he's using to create his endless mutant army!



ON YOUR SIDE: An awesome arsenal of the 21st century's most destructive weaponry.

ON THEIR SIDE: The nastiest mutated enemies and the baddest bosses you'll ever want to see!



Available Now!

SUPER NINTENDO
ENTERTAINMENT SYSTEM
Product Information Number 112

Coming Soon:
GAME BOY

SEGA GENESIS
SEGA CD

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SEGA OF AMERICA GAME GEAR

130 Shoreline Drive:
Redwood City, CA
94065

Playing GAT and MOUSE

Billy R. Moon

Although *Tom and Jerry: The Movie* is obviously adapted from last summer's cartoon feature — in which cat and mouse finally joined together to destroy a third enemy — it seems more firmly rooted in the original cat-bash-mouse adventures. Sure, the game opens with a storyline in which Tom tries to beat Jerry to an old treasure chest, but the plot is just an excuse for the sort of senseless violence kids expect on Saturday morning TV.

But the game designers realized something the movie's producers now wish they'd caught on to: Senseless violence is exactly what gamers want. We don't need to hear Tom and Jerry speak—we just want to see them chasing each other like maniacs. We don't want a story—we just want to see Tom blown to smithereens.

Tom and Jerry succeeds in capturing that Saturday morning spirit in a couple of ways. First of all, the graphics (although not necessarily the animation) actually look like cartoon fare. Secondly, the whole game is just a hectic cat and mouse chase. Although it's pretty violent, Tom returns unscathed after every explosion or other near-death experience.

Unfortunately, the traps and pitfalls show a general lack of creativity. Bombs and land mines are cool in themselves, but an occasional "tail in the electrical socket" trap would be appreciated. Even more importantly, the game player plays Tom the hapless instead of Jerry the cunning. While you may get some satisfaction out of turning Jerry into Cat Chow (although not as much as watching, say, the Roadrunner get his), it seems ridiculous that the game would be the exact opposite of the cartoon.



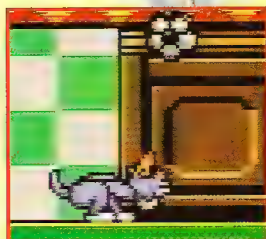
Tom has a chance to uncover ancient treasure—but he must beat Jerry to it!

The pounce (B button) is helpful as you move from platform to platform. In general, however, use it only if you have a clear shot at nabbing Jerry.

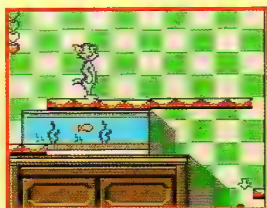


Since Tom doesn't have any real weapons, he spends most of his time avoiding traps Jerry's set for him. You can clear most obstacles with a normal jump (the A button).

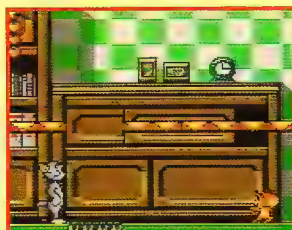




Push Down to duck, enabling Tom to avoid the bouncing soccer balls.



You can avoid a lot of unnecessary hassles by staying on high platforms and walking safely over Jerry's attacks.



Take advantage of the time to pass over nearby spikes.

If you *do* get hit, you're invincible for a few seconds.



Refill your energy with heart containers.

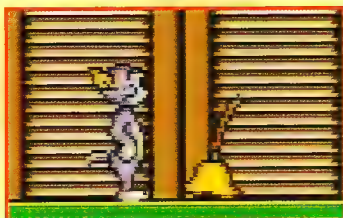


One of Jerry's two basic attacks is laying land mines. Tom can either jump over these or simply wait for them to explode.

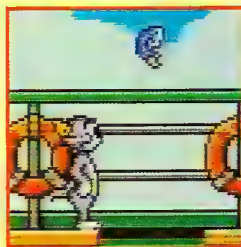


Jerry can also toss bombs backward. If you're far enough behind, you can stop before the bomb reaches you.

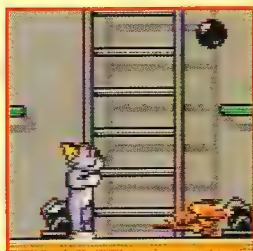
Other Enemies



Brooms move back for a few seconds, then briefly stop. You can pass them safely as long as they aren't moving.



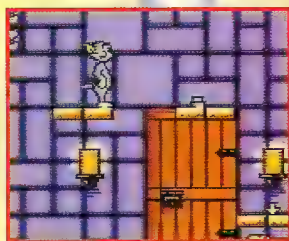
Tom's biggest obstacles in level 3 are flying fish that keep jumping in his way. Use the normal jump as soon as they hit the water.



Keep running when you reach the cannons. Most of them fire harmlessly over your head — unless you stop.



The mushrooms in the level-4 forest are particularly dangerous because they create a spread-fire effect. To avoid getting hit, run to the mushrooms' original position, allowing the debris to fall on either side.



You've got to hit the correct switches at the correct times to survive the final level. Make a wrong move, and you're prevented from grabbing much-needed heart jars.

Bonus Games



first is a Pac-Manish maze filled with hearts. The bigger the heart, the more energy you get. Catch Jerry before time runs out, and your meter grows by one heart.

A bonus game at the end of each level lets you refill — and maybe expand — your energy meter. The



In the second bonus game, Jerry moves from window to window, randomly tossing hearts and explosives. If you collect enough hearts before you overdo it with explosives, your energy meter is filled and expanded by one heart.



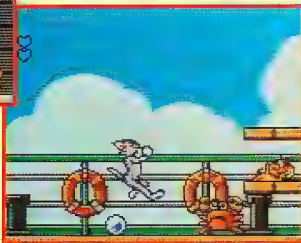
Level Bosses



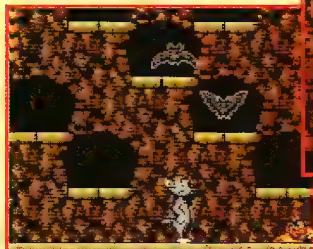
If you don't catch Jerry before he finishes a level, you must face a boss. The first is a bulldog that guards Jerry. Lure him into the hole to the left, then jump over it to nab Jerry.



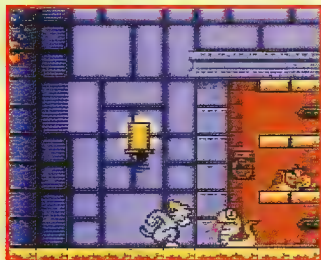
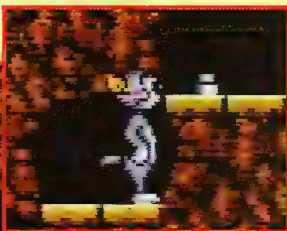
When these two crows attack in level two, they come at your head from either direction. Duck to avoid them, then pounce on Jerry quickly before they attack again.



The third boss is nasty crustacean that spews pearls. Jump or duck to avoid a pearl missile, then do the opposite when it ricochets off the left wall. If you avoid its blow, it blasts the crab instead — five hits, and he's outta there.

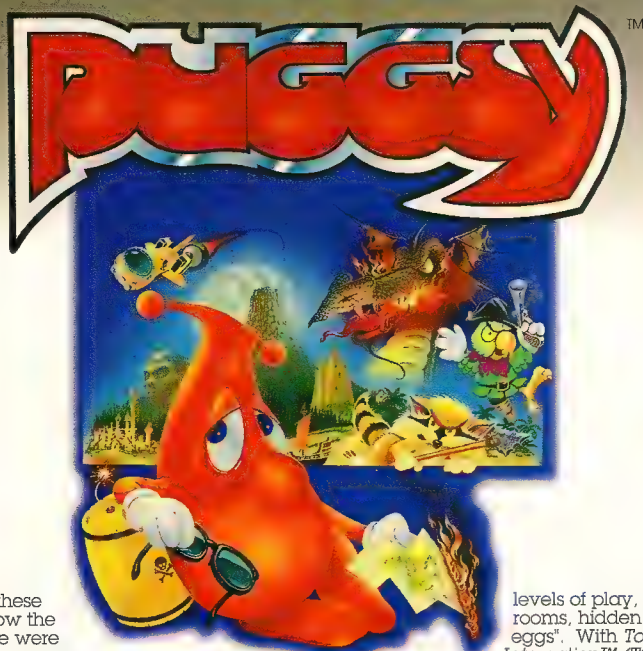


Evil bats swarm around your head after the fourth level. Try to avoid them as you make your way toward the upper left corner. The switch there controls the platform over Jerry's head. Flip the switch, then head back down — you're home free.



The final boss is a skull-tossing snake. Use the tried-and-true crustacean strategy, but be prepared to dodge skulls that fall from the ceiling, too.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

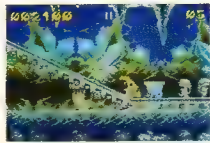
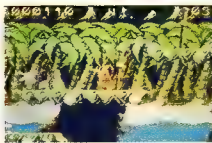
levels of play, filled with secret rooms, hidden levels and "Easter eggs". With Total Object Interaction™ (TOI™) Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call:
(800) 438-7794 (GET PUGSY)
to order your copy today.



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Product Information Number 125

Special Preview: **The Jungle Book**

Virgin Interactive
Super NES

Doug Brumley

After dominating the movie and video industry with its recent hits-turned instant classics *Beauty and the Beast* and *Aladdin*, Disney is now trying to make its mark in the video game industry.

Virgin Interactive has opened up the Disney video vault and used its video gaming know-how to produce an SNES cart of an earlier Disney animated classic, *The Jungle Book*. In the game, young Mowgli explores various levels, collecting fruits and gems. Along the way, monkeys, snakes, and other unfriendly animals try to slow Mowgli's progress. Fortunately, there are also friendlier members of the animal kingdom that aid the young boy throughout his journey.

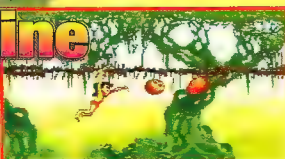
Game Players got a sneak peek at an early, unfinished version of *The Jungle Book*, and although some aspects of the game may change before it hits the shelves, here's a preview of this hot new game.

Virgin Interactive; 18061 Fitch Avenue; Irvine, CA 92714

Life on the Vine



Collect gems and fruit for points.



Mowgli can climb and swing on vines to reach higher platforms and suspended items.

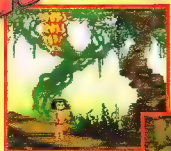
© Disney



Fruit Punch

Grab a bunch of bananas to earn Banana

Power, then fire them at monkeys and other foes for hearts to increase your health.



If you're up against a monkey and you don't have any bananas, get the critter out of your way by jumping on top of him. You save your life, but you don't earn any hearts.



It's a Jungle Out There

Flag-waving elephants mark progress checkpoints. Once you pass one, you restart from that point if you lose a life.



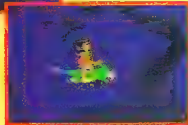
These coiled rattlers spring Mowgli up to higher vines or platforms.



Watch out for the venom-spitting cobra. A couple of bananas finish him off.



Floating leaves serve as an elevator for Mowgli, and these pacing parrots transport him over large open areas.



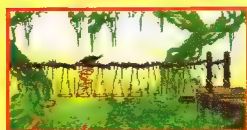
A lot of items are hidden, so keep a lookout for entrances to secret areas. You just may find a precious extra life.



Beware the thorny bushes — look above them for swinging vines to help you get across safely.



These huge boulders roll toward you when you get close to them. A well-timed jump helps you pass by.



Don't waste any time on these old bridges — they crumble beneath your feet as soon as you step on them.

These prickly little pests give you sore feet — and they take a heart off your health meter.

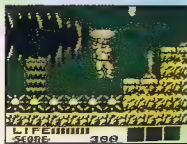
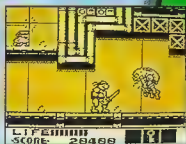


You get the hook when you run out of hearts.



GP

Konami just took your



It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

Teenage Mutant Ninja Turtles III —Radical

Rescue pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

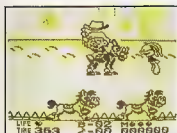
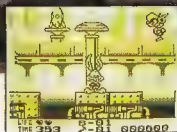
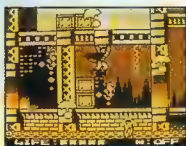
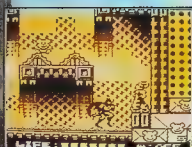
Batman — *The Animated Series* is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use Batman's grappling hook and Robin's ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of Catwoman's claw, the icy burn of Mr. Freeze's frost gun, and The Joker's sick sense of humor. Sinister fiends like The Penguin, The Riddler and other Gotham City goons are also out to make this the *Dark Knight's* darkest day.

Tiny Toon Adventures 2 — *Montana's Movie Madness* premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.

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Product Information Number 210

TIME KILLERS

The Arcade Hit comes Home

THQ/Genesis

Doug Brumley

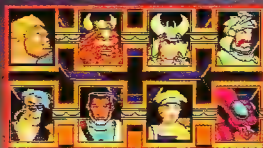
If you want to waste a little time, plop down in front of TV or grab the latest comic book. But if you want to *kill* time, pick up *Time Killers*, THQ's translation of the coin-op hit. The characters are smaller and the graphics have suffered a little in its journey from the arcade, but little else differs.

For those of you who don't know the routine, here's the story: Blood flows and limbs fly in *Time Killers*, which pits eight warriors from throughout the ages in one-on-one matchups. The eras range from 20,000 B.C. to A.D. 4002, and battle-axes, chainsaws, and photon blades are among the wielded weapons. Just make sure you're not on the wrong end of these weapons or you'll find out what fighting someone with one arm tied behind your back is like. The only difference is that your arm won't be tied — it'll be *gone*!

As with all good (or bad) fighting games, *Time Killers* lets you pound your friends in a two-player match. You can also take the one-player quest for immortality by facing all seven opponents, then a final battle with Death. Defeat Death and live forever!

Get Ready to Rummm-ble!

Meet the Combatants



The health meter displays the damage each character has taken. The combatant in the worst shape has a red meter.

You must win two of three matches to defeat your opponent. Skulls reflect the number of wins each character has.



Time is of the essence — you have only 90 seconds to defeat, or at least dominate, your opponent. When the timer hits zero, the character with the least damage wins.

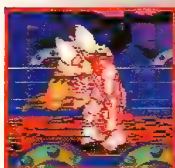
Thugg the caveman possesses brute strength and incredible agility. In addition to his stone axe, Thugg can spit on his opponents or jump-kick them. This guy can really throw his weight around.



Name: Thugg
Origin: Mesopotamia
Era: 20,000 B.C.
Height: 6'9"
Weight: 325 lbs.
Weapon: stone axe
Special Move: Blood Chop



Leif combines sheer power with masterful use of the battle axe to defeat his enemies. His spinning axe-attack quickly grinds up his foes, and his powerful Berserker swing finishes them off.



Name: Leif
Origin: Harstad, Norway
Era: A.D. 829
Height: 6'7"
Weight: 284 lbs.
Weapon: battle axe
Special Move: Berserker



The Dark Knight fights to save Gotham City from its deadliest enemy.



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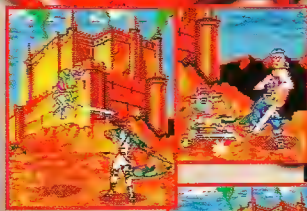
POSTER CREATOR: JAMES HANCOCK
ARTIST: JAMES HANCOCK

PRODUCED BY MICHAEL USLAN



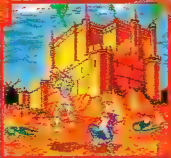
COMING THIS HOLIDAY SEASON TO THEATRES EVERYWHERE

Product Information Number 150



Name: Lord Wulf
Origin: Camelot, England
Era: A.D. 1202
Height: 6'2"
Weight: 226 lbs.
Weapon: broadsword
Special Move: Flying Guillotine

Lord Wulf wastes no time using his sword to remove an arm or two. The knight can also power-up his sword to fire a projectile, and his Flying Guillotine maneuver speaks for itself.



Name: Musashi
Origin: Nagashima, Japan
Era: A.D. 1455
Height: 5'11"
Weight: 167 lbs.
Weapon: katana, daito
Special Move: Dragon's Bite

Musashi, a samurai warrior, must rely on speed and agility to compensate for his lack of size. He can dance around his competitor while scoring hits with his katana and daito weapons.



Rancid is a junkie who keeps a chainsaw on the ready and has the attitude to back it up. His attacks are deadly—especially when he gets the chainsaw swinging while his foe's guard is down.



Name: Rancid
Origin: New Chicago, USA
Era: A.D. 2024
Height: 6'6"
Weight: 261 lbs.
Weapon: chainsaw
Special Move: Head Shred



Name: Orion
Origin: Alpha Labs
Orbital Outpost M-X29
Era: A.D. 2885
Height: 6'
Weight: 175 lbs.
Weapon: electric sabre
Special Move: Satellite Slash



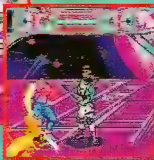
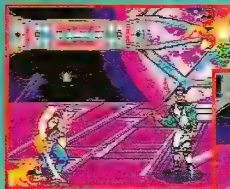
Matrix is a photon warrior. His best attack combination of all uses a photon blade and his arm. Her Photon Fury is a deadly electric sawing attack that will melt the bones.

Name: Matrix
Origin: Mars Colony A-7, Sector 709
Era: A.D. 3297
Height: 5'10"
Weight: 133 lbs.
Weapon: photon blade
Special Move: Photon Fury



Name: Mantazz
Origin: Unknown
Era: A.D. 4002
Height: 7'2"
Weight: 187 lbs.
Weapon: serrated forearms
Special Move: Secare Slice

If you've pummeled your opponents sufficiently, they fall into a stupor. Once the star appears overhead, your foe is helpless for a period of time. Quickly close in and use your character's special attack (press A, B, and C). A word of caution: If you have a queasy stomach, shield your eyes for this part.



Dazed and Confused

WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS



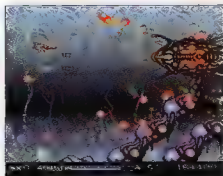
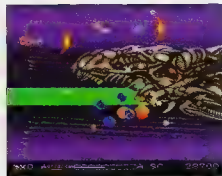
It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-maneuver, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling

with hostility and awesome firepower, BioMetals stand on the very brink of total galactic domination.

To avert total destruction, you've got to think as

cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

With six powerful "switch-on-the-fly" weapon systems, including the radical G.A.M. offensive-defensive shield, you waste wave after wave of relentless and evil marauding mutants.



"...One of the years best and hardest shooters ...Shooters have rarely had it so good"



As Seen in GamePro Magazine

fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot,

BioMetal: the 22nd century's epic battle for survival.

It's meltdown intensity on SNES now.

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Product Information Number 104

SEGA OF AMERICA
SEGA CD

SILPHEED

Doug Brumley

Things were running smoothly throughout the galaxy — until one day....

In the year 3076 A.D., planets far from our Solar System are linked by the Earth-based galactic network computer system known as "Grayzon." The network is protected by an unmanned battlefleet set up by the Galactic Federation Force. But when the fleet suddenly attacks the colonies, the GFF realizes that an evil force has taken control of Grayzon.

Pilots scramble to try to rescue Earth from evil hands — and that's where you come in. Your mission, should you decide to accept it, is to pilot an SA-77 "Silpheed" fighter spacecraft to Earth (a 64 light-year journey), defeating evil forces along the way and returning order to the Milky Way.

Silpheed is translated from the popular PC shooter — and we mean "shooter." Consider yourself fortunate if your control pad has an auto-fire feature. You won't want to let up on the fire button until Earth's back in friendly hands.

Open Sesame

Shoot Item
Carriers to
reveal power-
ups such as
shield repairs
and bonus points



The Payoff



Stage 1:
Increases
your score
1,000
points



Stage 2:
Increases
your score
2,000
points



Stage 1:
Repairs your
shield by one
unit



Stage 2:
Repairs your
shield by two
units

Choose Your Weapon



You can upgrade your Silpheed after each stage — increasing left- and right-side main weapons as well as optional weapons fired from underneath the ship. Choose your optional weapons wisely — one may be more effective in a particular stage than the rest, and when you use an optional weapon in one stage, you can't use it in the next — or ever until you've picked up enough points to earn it again.



Shield 3:
Repairs your
shield by
three units.



All Repair: Fully
repairs your
shield.



Energy Up:
Increases
your option
energy



Destroy:
Destroys all
on-screen
enemies.



Invincibile:
Gives your
Silpheed
temporary
invincibility.

Main Weapons



The Forward Beam,
naturally, fires
forward. Your craft is
equipped with this at
the beginning of the
game.



The Phalanx
Beam fires
forward in a V-
shaped pattern.



Auto-Aiming
automatically tracks
and fires at enemies.

The Wide Beam fires in a 120-degree area to the right or left. It's very advantageous against enemies that attack from the rear and sides.

Optional Weapons



The EM Defense System (EMDS) forms a circular barrier around you that can withstand

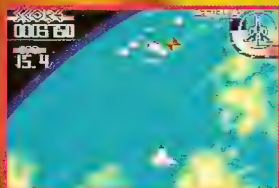
three shots of normal enemy fire or one direct collision with an enemy craft.

A Photon Torpedo launches eight enemy-seeking missiles at enemies.

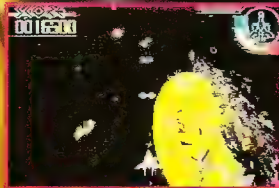
The Anti-Matter Bomb fires a bomb straight ahead which, if it hits an enemy, causes a chain reaction — and major damage.

don't let your ship take too much damage. If you take too much damage, you'll be destroyed. If you take too much damage, you'll be destroyed.

Stage 1



Shoot item carriers to get the goodies — but don't put yourself in jeopardy going after the bonuses.



Even though an alien battleship is being blown to bits below you, concentrate on wiping out the attacking enemies.



The first boss is a piece of cake: Attack hard while avoiding the projectiles it shoots at you.

Stage 2

Stage 2 is set in an asteroid field — as you didn't expect it. Stay near the bottom, dodging the buzzing as they shoot you.



Laser blasts break huge asteroids into thousands of tiny pieces. Use evasive maneuvers to avoid slamming into the asteroid's remnants.

Boss 2 resembles a stealth fighter — it launches missiles at you, too. Stay above him if you have wide beams, inflicting damage from out of harm's way.



Stage 3



These pairs of blocks crush you if you don't fake them out. Stay near the bottom

middle as they approach. When the first pair's about to converge, press and hold Up. Let three pairs converge, then avoid the fourth pair by pressing Down as it's about to meet.



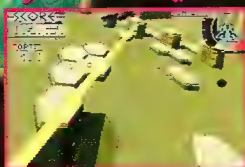
You can easily dodge this craft's semi-circle of bullets, and your weapons take care of its diamond-shaped blasts. When it's destroyed, you advance to the battleship bridge — and a swarm of enemies.



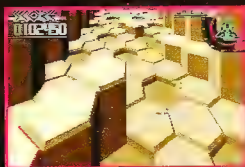
When you're flying over the craft's bridge, it's more important to dodge artillery than it is to destroy enemy ships — and remember that running into walls causes damage, too. You face three laser cannons at the end: the middle one fires first, then the one on the side where your ship is, then the opposite side, then the middle again.



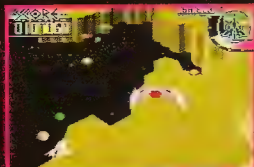
Stage 4



This line of laser-cannons tries to pick you off as you turn the corner. Line up between cannons to avoid becoming a victim of target practice.



You'd better perform some snazzy evasive maneuvers when these walls suddenly pop up in the middle of the obstacle course.



Take on this boss like any other, but pay particular attention to the towers and buildings. You take damage if you hit them.



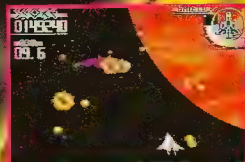
If you warp toward Jupiter space, you renew old acquaintances, facing two earlier bosses.



Stage 5



These annoying creatures appear out of nowhere and dart toward your ship. Now's a good time for the EMDS optional weapon.



Be careful of the COM...
down...
of the...
diver...

Stage 6



Beware of this large laser-blast. If you can avoid it, there's an invincibility ahead with your name on it.



You see a large laser-shooting sphere after you've passed more asteroids and attackers. Pick up repair and bonus points before you close in on the surface of the rotating mechanical planet.

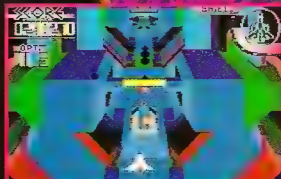


Not only must you avoid this boss's attacks, but you must also keep a sharp eye out for approaching asteroids.

Stage 7



As you cruise through the innards of this fortress, watch for this device — it launches glowing spheres that attempt to halt your progress.



Hold the fire button and cross your fingers as you approach these laser beams. If you don't disable them, you're in for a rough and painful ride.



There's no boss, per se, at the end of Stage 7 — just waves and waves of bogeys.

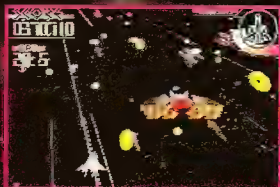


Here, you're in the midst of galactic battle.

While things in the background go ballistic, finish off as many enemies as you can.



This two-armed laser-shooter is the only thing standing between you and the boss. Avoid the laser-blasts, but make sure you're between the two arms when the craft approaches.

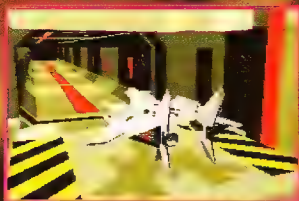
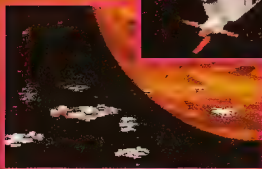


Deja vu? The Stage 5 boss is back — but this time he fires Silpheed-seeking ovals as well as flaming pastries.

The Big Picture



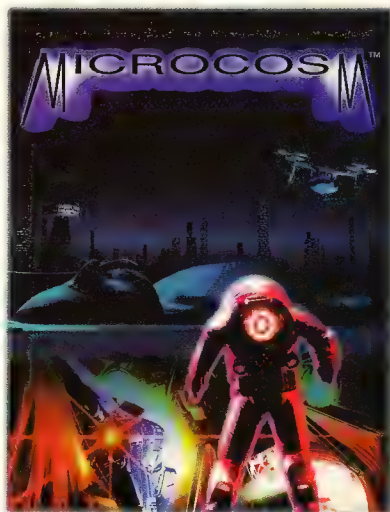
Microwave some popcorn, grab a soda, and enjoy the game's great cinema screens. They keep your eyes glued to the screen while filling you in on the game's plot. You'll want to finish each stage just to see more!



GP

Psygnosis CD's, you Just play it.

**A BRAIN IS A
TERRIBLE THING
TO WASTE.**



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



**YOU MAY BE
BRAVE ENOUGH,
BUT ARE YOU
SMART ENOUGH.**



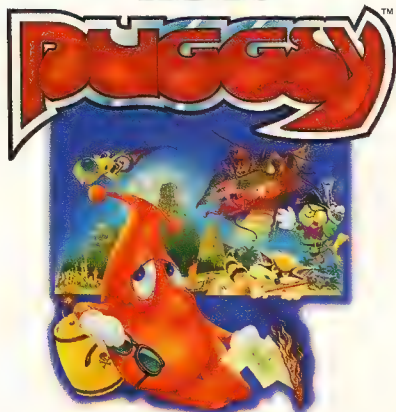
If this quest was simply a test of physical prowess, you would be all set. But the truth is your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



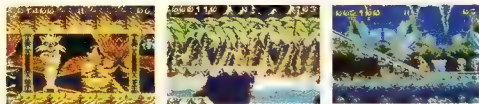
don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



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Product Information Number 125

Act Raiser

ENIX
SUPER NES

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Redmond, WA 98052-5522

2

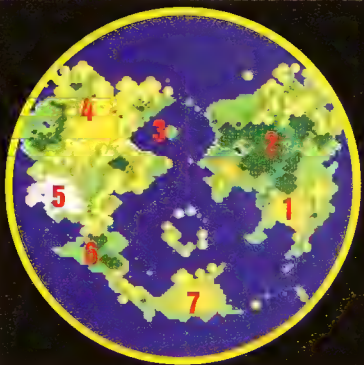
The Warrior God Returns

Jeff Lundgren

The original *ActRaiser* was one of the first SNES games, and its gorgeous graphics and ultra-cool soundtrack showed us just how good this new 16-bit machine could really be.

Now the divine warriors back! But wouldn't you know it, the mega-demon Tanra is back, too, and he's once again threatening the land with eternal doom. He's got an even nastlier assembly of minor demons with him, so don't expect this battle to be easier than your last.

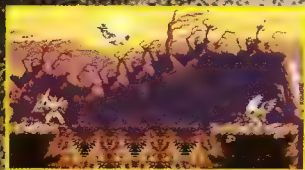
Although the "Sim Village" aspects from *ActRaiser* are missing in this sequel, the action stages of *ActRaiser 2* are still top-notch. So strap on your wings—it's time to descend into the demon-infested countryside to save your people once again.



- 1 Modero
- 2 Industen
- 3 Tortoise Isle
- 4 Death Field
- 5 Lovous
- 6 Gratis
- 7 Humbleton



Your guiding spirit shows you the way. Listen and be made One....



Your wings are your friend. To become airborne, hold Right, wait until you're at the peak of your jump, then start gliding. This is the longest gap you can clear.



Cut the legs out from under these monsters—if you leave the legs, they explode!



To kill the wacky bird, jump up and hit it. When it charges down, turn away and glide, then dive-attack as it passes under you.



There's a one-up set into one of the cliffs. Grab it, and you can keep playing through no matter how often you die!

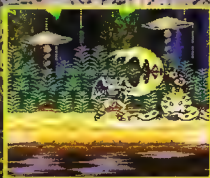


The only advice for this elevator ride is that the thorns hurt more than the plants. Good luck!

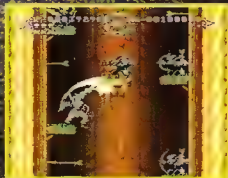
Just stay on the platforms and don't worry about the monsters on the shore. After you've hit the boss a few times, break off and kill the flying eyeballs. Ain't it nasy?



INDUSTEN



Don't bother being subtle with the flytrap. Run up and hit it as fast as you can — it should die before you do.



Compared to going down the elevator, going up this tree is a snap!



Can you make out what's happening here? The second stage of Modero is fought in a giant bugs' nest — **RAID!**

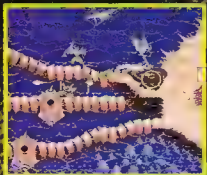


The boss, Fatigue, is also pretty easy. Jump to hit him, and be alert for his enormous inhale of breath. Glide away to avoid getting hurt, then raise your shield to block his shots.

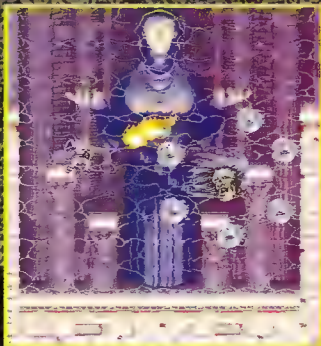
TORTOLSE ISL



Time your last hit when you're dealing with these spikes — you don't want to leave 'em stickin' out now, do ya?



Buh... big craaa... **BIG CRAB!** Stand on the middle leg until its feeler stops to shoot, then jump to the upper leg and dive-attack its eye. Hope you brought a few gallons of lemon butter....

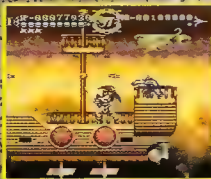


The real boss of the undersea temple is even bigger! Dive-attack to reach the left hand, and use the flame sword to attack its heart. The sea-hag head is just an obstacle — bat it away (yeah, right).

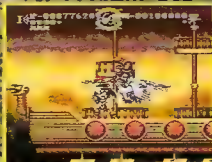
DEATH FIELD



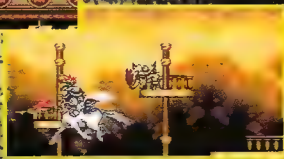
Fire! Fire! Fire everywhere! Take your time moving through this area — there are more enemies than you can shake a stick at!



Also be careful moving through the airship squadron. The platforms that carry you across can — and will — drop as you approach the next ship.



Stand on the deck on the far side of the screen until the boss charges, then jump up to the platform and hit him as he rises, jumping away before you get hit. Remember: Attack from above, *not* below!



IN THE ANNALS OF TWENTIETH CENTURY PHILOSOPHICAL THOUGHT

WHO'S THE TOUGH



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ROCKY MARCIANO



FLOYD PATTERSON

ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:

EST ★ # © % @ ! EVER?

IT'S INEVITABLE. YOU'RE SITTING AROUND, EATING PIZZA WITH YOUR BUDDIES WHEN SOMEONE BRINGS IT UP: WHO'S THE GREATEST HEAVYWEIGHT OF ALL TIME? MARCIANO? LOUIS?

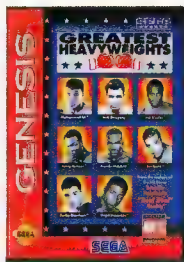


ALI? THE DEBATE GETS UGLY. SOMEONE THROWS AN ANCHOVY. CHAOS ENSUES.



NOW, YOU CAN SETTLE THAT ARGUMENT ONCE AND FOR ALL. **GREATEST HEAVYWEIGHTS** IS THE FIRST AND ONLY VIDEO GAME TO PUT ALL THE GREATS IN ONE RING. IN THEIR PRIME. AT THE HEIGHT OF THEIR SKILLS.

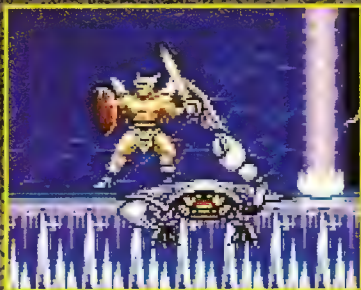
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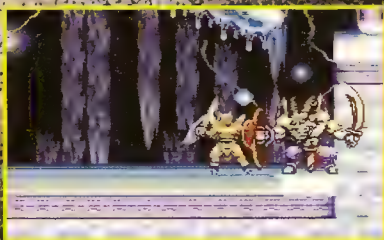
WE SWEAT THE DETAILS.™

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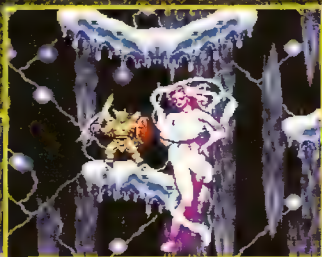
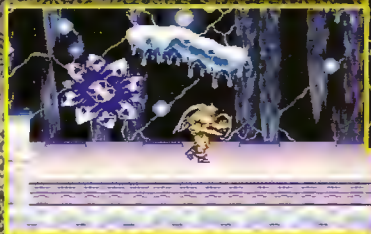
LOYALOUS



There's no free ride here! The crates don't like having pesky heroes on their backs, and they try to knock you off. Move aside, duck, and lop off the claw!



You fight these guys a few times. To defeat one, get close and time your hits so you push him back—don't hit too fast! Get him against the wall, then swing a little faster—do it right and he won't hit back!



The Ice Queen can be hurt only when she's in this form. When she turns into a crystal, get moving—the crystal shatters and its fragments know where you are! Wait until she reforms to attack again.

You actually move through a madman's mind during this stage, and things get kinda hairy. The whole screen rotates, and it scrambles the control pad!

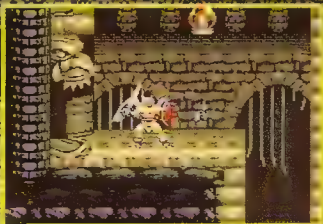


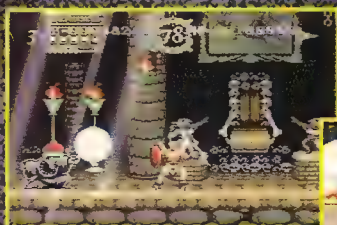
GRATIS

And best of all, you come out in the next area where a one-up is waiting for you!



The prison of Gratis is a maze, but here's a secret shortcut. You're injured sinking in the muck, but if you survive, there's a health power-up down there that leaves you feeling just fine.

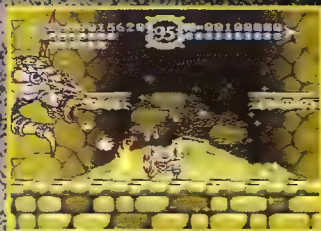




The king has a bunch of different attacks, but if you keep away from him, you'll be OK. Hit him when you can — especially with dive-attacks. And remember, you can bat his big fireball right back at him!



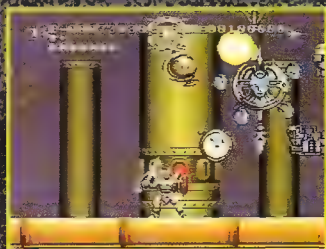
The real treat is this stage — don't you just love games where you get to slay a dragon? No secret here: just keep moving and stay alive, hitting him when you get the chance.



Finally, move on to the village of Humbleton, where the people are challenging the gods by building a tower to the sky palace!



They are constructing a tower to try and reach the sky castle.



The demon who threatens the land is a familiar one — don't ask us how to deal with it!

ActRaiser 2

Behind the Scenes

ActRaiser was a big hit for Enix, but it still took two years for a sequel to be designed. Why? The company didn't want to sign out a second game that was just like the first. Changes have been made — for example, the simulation overhead "cubed" sections of the game have been eliminated in favor of more action.

Game Players talked to Masayoshi Hashimoto (left), designer of *ActRaiser 2*, and Yuzo Koshino (right), the composer of the sound-tracks for both games.



One of the first things to come up was *why* the simulation aspects of *ActRaiser* have been removed.

In the original *ActRaiser*, Hashimoto says, "the tempo of the action mode and the simulation modes were so different. I cut the simulation mode in the sequel because I wanted to make a

more up-tempo and challenging game, while still keeping the atmosphere and the world from the original. There was always an interest in creating an *ActRaiser 2*, but it was believed that making a sequel would be difficult.

But making a sequel is easy compared to making the original. The same staff of seven that developed the original made *ActRaiser 2*, and everyone had the same image of the game world. However, there's a lot of pressure because you have to create an even *better* game than the first one. It took us eight months, and gamers will find the action much more challenging."

Another change in the sequel is that the game player has wings. Hashimoto says that the theme of *ActRaiser 2* is flying, so the wings were a natural development. The characters in the game also seem more cartoon-like. This is because it's easier to make the characters expressive if they're animation drawings.

Koshino wanted to make the music as expressive as the characters, but his challenge — as with the original *ActRaiser* — was to create the sound of an orchestra using the Super Nintendo technology. The composer says he was inspired by classical music from the late 19th century when writing the *ActRaiser 2* score.

"There's no special relation between a game stage and the music," he says, "except inasmuch as I try to enhance and not destroy the game's atmosphere with my music."

Koshino began composing music for video games five years ago with a piece for the game *Ys*. The success of that piece let to more work. As an aside, Koshino mentions that the writer and programmer for *Ys* are also on the *ActRaiser* staff. He finds *ActRaiser 2* to be a difficult game to play, but he thinks it's a great action game with incredible graphics and variety.

"The biggest challenge in composing game music," he says, "is understanding the specifications of the game hardware."



The Adventures of ROCKY And BULLWINKLE And FRIENDS™

Moose-arama

Jonathan Gagnon

Our story begins with the burglary of all of Rocky and Bullwinkle's treasures, a priceless collection that was headed for the museum in downtown Frostbite Falls. It doesn't take a genius — good thing, too — to figure out that the job could only have been pulled by those evil spies, Boris Badenov and Natasha Fatale.

Luckily, Moose and Squirrel are hot on the thieves' heels. You must recapture the treasures by descending into the depths of Upsidadium Mines, scaling Whynchutaka Peak, entering the belly of Maybe Dick, or entering the Chamber of Horrors. Horrors!

You've seen them in cartoons and eating tacos, but check out Rocky and Bullwinkle on 16-bit! In *The Adventures of Rocky and Bullwinkle and Friends*, eight levels stand between the famous duo and their treasures. Mini-games starring Dudley Do-Right and Mr. Peabody add to the fun.

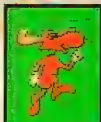
The graphics in *Rocky and Bullwinkle* are average, but what it lacks in pictures, it makes up for in challenge. Be prepared for some very hard — sometimes frustratingly so — game play. If it weren't for the mini-games in which you gain extra lives, Moose and Squirrel would be foiled by Boris and Natasha for sure!

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MOVES FOR MOOSE AND SQUIRREL

Jump



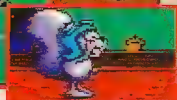
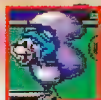
Throw



Duck

Head-Butt

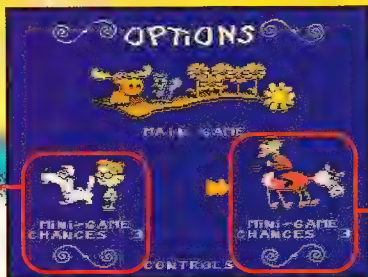
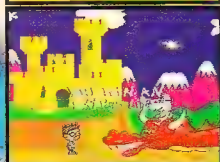
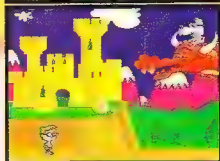
Jump



Throw

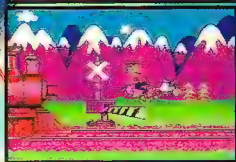
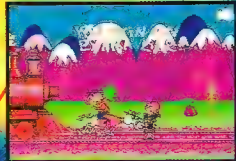
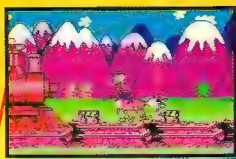
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MINI GAMES

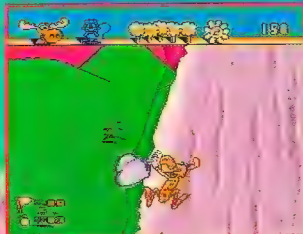


Mr. Peabody heads for his Way Back time machine.

As Dudley Do-Right, your job is to save Nell — but first dodge the obstacles that get in your way.

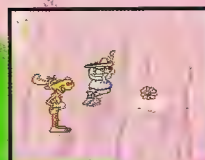


When you finish a mini-game, it's off to Whynchutaka Peaks for some *real* action.

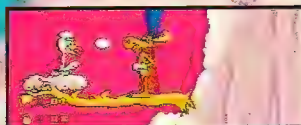


Head-butt the boulders or move into a mountain to dodge them.

Wait until a boulder's at its highest point before going under it.



It's that evil spy, Boris Badenov! He's always trying to knock you off. Take him out, then search the mountain for flowers.

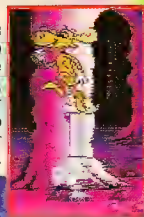


These birds obviously don't like to be bothered. Avoiding them is an easy choice.



Grab the fruit, but wait until the goat's far away from you.

Before you try to jump over these enemies, wait for them to retract their heads.



Ugh! When faced with these short ledges, carefully time your jumps, and if you don't see another ledge on which to land, move across the ledge you're on — one should appear.

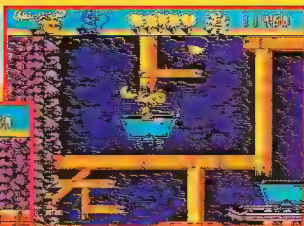


Be prepared for the gang of villains when you leave the ledges. Take them out one at a time to avoid getting caught in the crossfire.



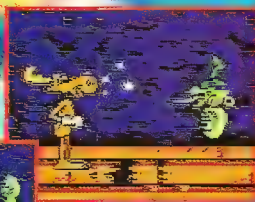
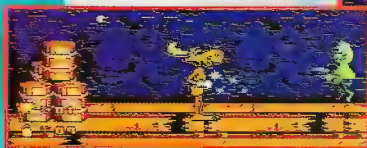
Duck when you see these protruding objects as you explore Upsidasium Mines.

As you're falling after your car goes off the track, look for the red wood — that's your key to jump to the next car.



If you want to stay alive, jump over the bombs.

Two of these aliens stand between you and your treasure. Wait until they appear, then haul off and whack 'em.

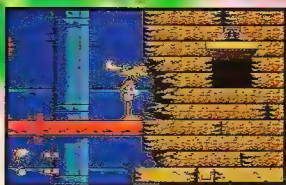


Rocky steers the motorboat as you dodge fish and jump on ledges.



Avoid Natasha's bombs, then jump on the hatch when she closes it so Rocky can pass by.

Thar she blows!
It's Maybe Dick.



Enter the old pirate ship ... if you dare.

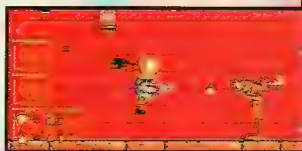


Aye — 'tis better to avoid the ghost pirate, matey.



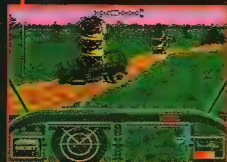
Don't stand too close to exploding cannons.

Here's the king-daddy pirate. Keep throwing fruit at him until he relinquishes the treasure.



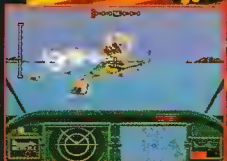
YOU BRING THE LIGHTNING

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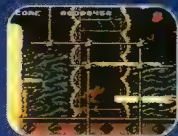
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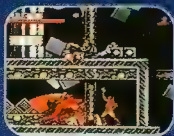
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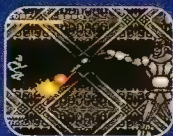
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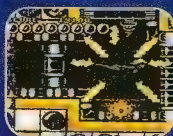
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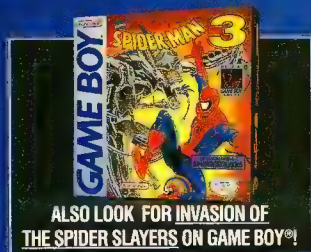
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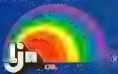
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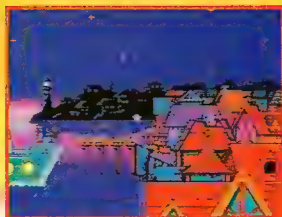


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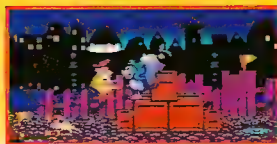


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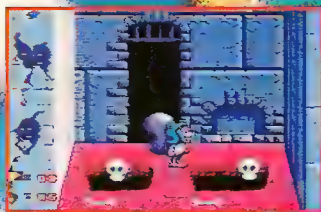
Now it's Rocky's turn for tasty adventures.



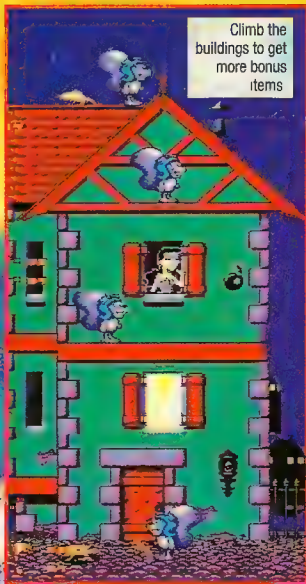
The flying policeman are a nuisance. Take him out like a gnat.



Be careful — there's no telling what might pop out of these manholes.



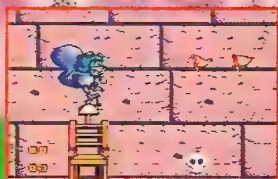
The skulls carry you upward, but be on the lookout for outstretched hands — they like to push.



Climb the buildings to get more bonus items



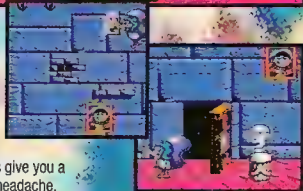
Keep moving right until you reach the end of the screen, then jump and hit the switch that opens the bookcase.



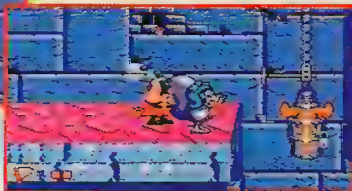
The electric chair is a shocking experience if you sit too long.



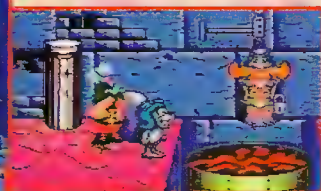
Guillotines give you a powerful headache. Wait until the coast is clear to continue.



Bullwinkle's trapped! Keep the pin in the cage while you fight the axe man. Will you foil the plans of Boris and Natasha once again, or is it Moose Soup for Bullwinkle?



These skulls can be tricky. Be patient and watch the pattern in which they extend before you jump.



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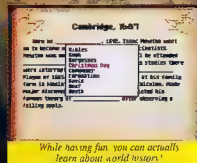
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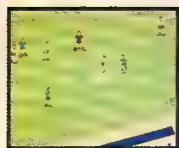
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Product Information Number 113

1-800-234-3088

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First Soccer Title for EA

Now that it has mastered football and hockey, Electronic Arts is turning its eye toward the world's most popular sport — soccer. *FIFA International Soccer* is currently in production for Genesis. The game features 40 international teams, each true to its own playing style, and a three-quarter overhead perspective so players can see more of the playing field.

GP sports

Game Players

Michael Meyers, Editor

U.K.'s Best Soccer Sim Crosses the Pond

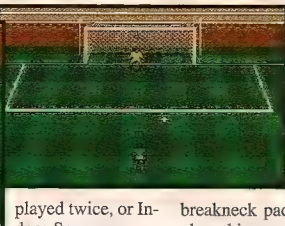
Atlus's *World Soccer '94: Road to Glory* is the Super Nintendo version of England's critically acclaimed and popular success *Striker*. Created by Elite Systems, *Soccer '94* has got just about every feature you could wish for — even an indoor soccer mode! What's even more impressive is that the game is only four megs, about half the programming space of its competitors. But what it does in those four megs deals a swift kick to other sims.



Each of the 64 international teams in *Soccer '94* has a roster of 16 players, 11 of whom start. You can juggle your lineup however you want — players are rated in 11 different skill categories from ball control to stamina. Unfortunately, there's no way to alter your player's stats, so you can't

take control of, for example, a "super" team.

But once you've set your lineup and chosen from eight formations and six play styles (cautious, aggressive, and so on), you can select Super Cup play, all 64 squads in a single-elimination tournament; World Knockout, pitting 8, 16, 32, or 64 teams in a three-to-six round contest (one loss equals elimination); World League, up to 64 teams



played twice, or Indoor Soccer.

It's this last option that's unique to *Soccer '94*. An indoor game is played with six men on a team with no out-of-bounds — it's a much faster challenge because of all the ricochets. Hats off to Atlus for adding this variation.

But that's only one of the fine features offered in *Soccer '94*. Slicing, hooking, and heading the ball are just a few of the offensive weapons at your disposal. And, of course, fouls are called quite closely, with the requisite yellow or red card issued at the referee's discretion.

The top-flight sound effects are also a highlight — especially the roars of the frenzied crowd. You can also customize a team, changing the uniform, hair color, skin tone, and players' names.

If there's a drawback to *World Cup Soccer '94: Road to Glory*, it's with its graphics. Since you can only do so much with four megs of programming space, the players are small and fairly nondescript. With the

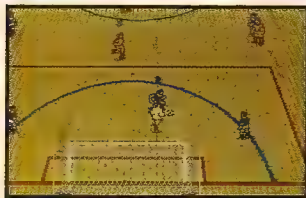
breakneck pace of game play, this can affect your perception of your players in relation to the ball or the other team's members. Accurate slide-tackling is particularly tough.

But once you get past the animation, it's easy to get into *Soccer '94*. The incredible number of options



adds to its replay value, and the game play is the best on the market. Just imagine what the designers could have done with eight megs!

For Super NES from Atlus, 17145 Von Karman Avenue, Suite 110; Irvine, CA 92714.



Graphics: 5
Sound FX: 9
Music: 6
Bells & Whistles: 9
Play Control: 7
Replay Value: 9

OVERALL RATING: 8

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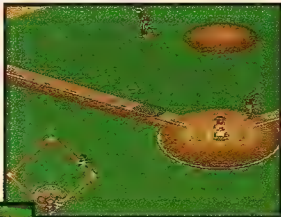
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Sports Illustrated Football/Baseball

THQ offers sports fans a "twofer" this year — as in two-for-the-price-of-one. *Sports Illustrated Football/Baseball* is two eight-meg games crammed onto one cartridge.

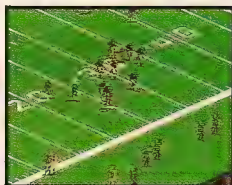
THQ tried this once before: Does anyone remem-



Jacobs). Malibu's previous games include *Cal Ripken Baseball* for SNES and Genesis, *David Robinson Supreme Court Basketball* for Genesis, and the TV Sports products for TurboGrafx-16.

The football portion of *Sports Illustrated* features all the NFL franchises in the 1993 schedule — but don't look for your favorite players. The game doesn't have a players' license. It does, however, have a fairly unique perspective, a three-quarter overhead view similar to Nintendo's *Super Play Action Football*. When a

ballcarrier breaks away from the pack, the screen zooms in for a closeup. The *Sports Illustrated* players are smaller than those in *Super Play Action*, but they're much more realistically animated.



The baseball half of the game looks and plays a little like *Cal Ripken Baseball*, with a behind-



the-batter perspective that shifts to a bird's-eye three-quarter view to follow the ball. Once again, all the Major League franchises are included — even the new Florida and Colorado teams — but none of the players is around.

Sports Illustrated Baseball/Football features full-season play for both sports and a password system to save your progress. It should hit stores before the end of the year.

For Super NES from Malibu Interactive (distributed by THQ); 5016 North Parkway Calabasas; Suite 100; Calabasas, CA 91302.

NFL Quarterback Club



Licensing has come to play a major role in the design of a sports simulation. If a company adds a league license (i.e., the NHL, NBA, etc.), its game can include the uniforms, team names, and league schedules. If a players' association such as the NHLPA is added, the developers can use names and likenesses of actual players.

However, the NFL Quarterback Club, which lists among its members the best QBs in football — Aikman, Cunning-

ham, Elway, Kelly, Moon, and Young, for example — is separate from the NFLPA license, creating a major pain for com-



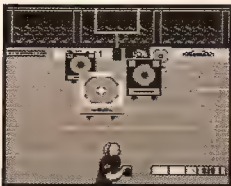
panies trying to develop a realistic gridiron simulation.

Acclaim nabbed the QB Club for its latest sports effort, then turned to those programming Aussies, the team at Beam Software (they also developed Acclaim's so-so *NBA All-Star Challenge*). *NFL Quarterback Club* is an overall enjoyable title for Game Boy, but it's

fairly simplistic, and in the long run, it doesn't have much to do with football at all.

In the four-part competition of *Quarterback Club*, human players can control up to six of the QBs. Each quarterback accumulates points in the four contests, and the player with the most points at the end walks off with 30,000 videogame dollars. Individual prizes are also awarded to the top performers in each category.

Here's how the four events break out: the Accuracy competition tests your ability to hit six targets — one stationary and five moving. It's not hard to master this event, since the distance to each target is easily gauged by a horizontal meter at the bottom of the screen. The Speed and Mobility contest is an obstacle course that has your



QB ducking a chin-up bar, running cones, tackling a dummy, jumping a wall, then tossing a football at a stationary target. This is definitely the least interesting event: the quarterbacks seem to have the same running speeds (which is sure not true in real life!), so winning comes down to hitting a bull's-eye for a time bonus.

The button-bashing Distance competition has you thumping on the A and B buttons to make a meter rise so your QB can throw the ball far-

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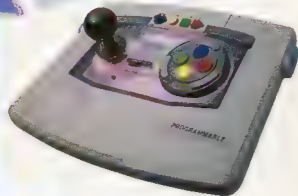
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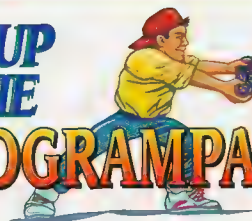


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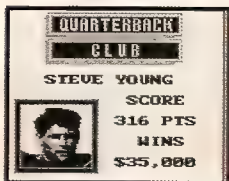
Super Baseball 2020



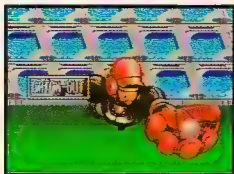
ther. You get two shots and your best attempt counts. It's a no-brainer that doesn't require much skill. Read and Recognition is a variation on the Accuracy event. Four targets move across the field. You're supposed to aim at the two blinking targets; hit either of the other two and you're penalized points.

NFL Quarterback Club has only average graphics and music, but the game play is enjoyable — especially if several folks play together. It's big problem, however, is that there's just not much to it. After only five minutes of game play, you're already looking at designer credits. It may have real quarterbacks in it, but they don't retain their actual strengths and weaknesses, which makes choosing players a moot point.

For Game Boy from Acclaim; 71 Audrey Avenue; Oyster Bay, NY 11771.



You've heard of the aluminum bat controversy in baseball. How about an aluminum *player* controversy? *Super Baseball 2020* is a game for men of metal in which money makes the league go 'round.

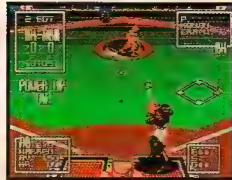


Electronic Arts's Genesis version of this NEO-GEO game comes on the heels of the SNES game from Tradewest (see August, Vol. 6, No. 8). The only difference in the two is that EA includes the "crackers" of the original game — the land mines placed on the field. You get more and more crackers in each inning, beginning with the second.

Don't expect the strategy of a traditional baseball simulation in *Super Baseball 2020* — it's more of a power-hitting contest in which each batter tries to blast the ball over the center-field fence. Center field is the *only* place where a powerful drives counts as a homer; left and right field are consid-

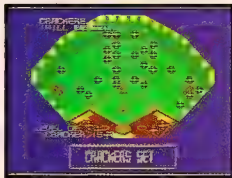
ered "in-play," as is a good portion of the seating areas by first and third bases.

Two leagues of six teams do battle during a 15-game season. Your team can have humans, robots, or a mixture of both. The teams earn money for each good move — runs, fielding plays, strike-outs, and so on. It's up to you how to use the money to power-up your players. You can boost the power, fielding (speed), or pitching



ability of any human player, or replace any robot with a more powerful model.

Like most NEO-GEO games, *Super Baseball 2020* had spectacular graphics. The SNES version duplicated them perfectly, but the Genesis game doesn't fare as well. The graphics seem washed out and vaguely unfocused, but the frantic, electronic music and bizarre robo-announcer voices remain true to the original.



Even if you're a simulator purest who frowns on "frivolous" sports games, you should give *Super Baseball 2020* a try. It's mindless sports mayhem that's a lot of fun to play.

For Genesis from Electronic Arts; 1450 Fashion Island Blvd.; San Mateo, CA



NHL '94

It comes as no surprise to sports-games fans that Electronic Arts is better at creating Genesis games than SNES. A conversation with some EA programmers sheds some light on the subject: The consensus is that Genesis is simply an easier machine to work on, while Super Nintendo is, to quote an EA producer, "a major pain."

That helps explain why *NHL Hockey* and *John Madden Football* are Genesis classics while the SNES translations of the same games have been only

average, with spotty animation and poor game play. But EA seems to have solved most of its SNES problems with *NHL '94*, which isn't as fantastic as the Genesis version ... but it's closer than ever before. *NHL '94* has goalie control, penalty shots, a shoot-out mode, individualized rink music, and an NHL license. But most importantly, *NHL '94* moves almost as smoothly on Super NES as it does on Genesis.



The SNES *NHL '94* differs from the Genesis version because it doesn't have a battery backup — you must enter a lengthy password instead — and you can't save stats, either, which is a major bummer. But



on the plus side, the colorful SNES player profiles look much better than the Genesis's B&W ones, and the sound effects, from the crunch of hard-board checks to the slash of steel blades on ice, are superior.

Many of the same new features of the Genesis game are found in the SNES *NHL '94*, too. For example, the NHL license really enhances the look of the game, with accurate home

and away uniforms and full-color team logos. The NHL license also means that the fighting has been removed and replaced with harder checking, including board and bench checks.

Other new features include manual goalie control, penalty shots, and a special shoot-out game. On offense you have two new weapons at your disposal



—“flip passes” that let you pass the puck through the air up ice, and the “one-timer” pass to an open teammate, who catches and shoots the puck in one quick motion.

Electronic Arts wasn't able to create a smoothly animated *John Madden* for Super NES until its third try, and *NHL '94* is only its second time at bat, so to speak. But much of the kinks

have been worked out since *NHLPA Hockey '93*, and SNES owners finally have a hockey simulation that rivals the Genesis counterpart.

For Super NES from Electronic Arts; 1450 Fashion Island Blvd.; San Mateo, CA 94404.



Wimbledon

After several average attempts at high-quality sports simulations for Genesis, Sega of America has gotten serious. Gone are the days of sub-par efforts that feature a big-ticket athlete and nothing more. Now, days, the “Sega Sports” brand marks a commitment to realistic 16-bit sports. We hope.



Sega's first effort under the Sega Sports banner is *Wimbledon*, a one-to-four player (simultaneous, with five-player adaptor) tennis simulation. Tennis isn't usually what companies pick to launch a new sports lineup, but Sega's taking extra care with some of its “money” titles, such as *World Series Baseball*, *NBA Action Holed By Marv Albert*, and *NFL Football '94 Starring Joe Montana*. So *Wimbledon* bears the burden of the first Sega Sports seal.

Several innovations in *Wimbledon* indicate that the Sega sports gurus are serious when they make their ambitious claims about upcoming titles. These five unusual options can be turned on or off before each match begins, and they really enhance the game. For example, the Color Signal alters the hue of the tennis ball, helping you make the precise shots. Dynamic Sizing gives the ball a 3-D look by increasing or decreasing its size as it rises and falls — an especially important option since different court surfaces result in different types of bounce.

A Timing Chime pings the moment a ball clears the net.

This should help you time your swing, but the action moves pretty quickly, so it's often not effective. The Bound Pointer is more helpful, placing a mark where a hit ball should bounce. Since your view of *Wimbledon* is slightly higher above the players than in most sims, this helps you set up for your return shot.



But *Wimbledon*'s coolest innovation is its Locus Display, which shows the flight path of every volley or serve. The flight path is shown as a green, ghostly image — a chain of luminescent orbs that extends from the racket, over the net, to the other side of the court. It also indicates how high the bounce will be.

While *Wimbledon* doesn't offer the broad array of shots that some Super Nintendo titles do, its game play is more than their equal. Even using all the helpful enhancements, you've got a tough challenge against computer players. Graphically, the players are on the small side, but they're quite detailed.

There's a good selection of players — 24 in all — playing at ten skill levels and rated in six categories. A password system lets you save



your progress, an articulate, decidedly British announcer calls the score, and a well-mannered crowd applauds after each game.

Wimbledon is a great start for the Sega Sports line. If the Sega programmers repeat this success with the rest of their simulations, Sega might challenge Electronic Arts as King of the Arena.

For Genesis from Sega of America; 130 Shoreline Drive; Redwood City, CA 94065.

GP



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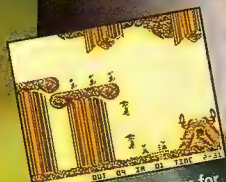
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ocean

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Product Information Number 222

The Addams Family

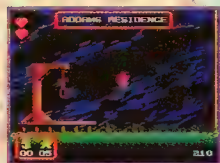
Review

OCEAN GENESIS

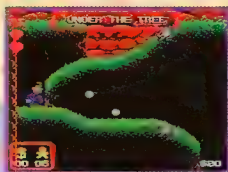
1855 O'Toole Avenue; Suite D-102
San Jose, CA 95131

Michael Foster

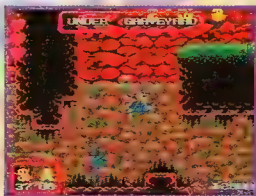
Abigail Craven has Uncle Fester under her spell—literally! The witch has bewitched Fester into helping her kidnap the rest of the Addams family, with the exception of Gomez. Now it's up to him to save the rest of the family—and the family fortune—from Abigail's clutches.



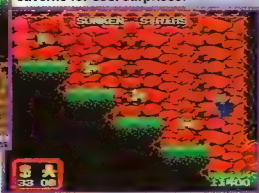
Grab the Fezi-copter and fly around the mansion. Be sure to search the chimneys.



Golf balls can dispel nasty spirits.



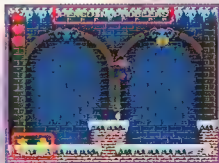
Check the underwater caverns for cool surprises.



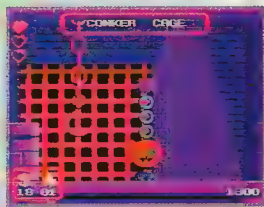
All walls are not created equal—check for secret passages.



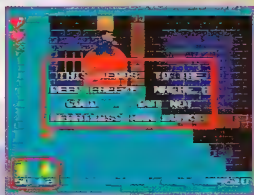
To reach objects that are too high, jump on a monster—and don't take your finger off the button. This makes Gomez jump higher.



Hit the light switch to find your way.



Don't panic! There's always a safe spot.



Trustworthy Thing always lends a hand.

GP

Defeat the big bird and the snowman to get energy hearts.



| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 6 |
| MUSIC | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL | 7 |
| REPLAY VALUE | 5 |

OVERALL

6

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gaming

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Dragon Strike

GAME

Captain America and the Avengers

review

**MINDSCAPE
SUPER NES**

60 Leveroni Court,
Novato, CA 94949

Billy R. Moon

Captain America and the Avengers is pretty basic when compared to other recent comic-book based games (i.e., the awesome *X-Men* for Genesis). The Cap'n and his crew roam the streets, beating up on both small-time crooks and bona fide super villains, all of whom are under the control of the infamous Red Skull. It's *Double Dragon* city, but on the whole, the game works well for several reasons.

For example, the guys at Mindscape have gone out of their way to inject the game with an old-time comic-book feel. From the opening straight-from-the-comics exposition screen to the heroes' patriotic zest, you get the impression that you're participating in a giant parody of the comic-book world of yesteryear in which even the digitized narrator has a perfect voice for such inspired corniness.



And although the combat is fairly generic, the boys are equipped with enough special moves to keep it interesting. It's still a far cry from *Street Fighter II*, but the choice of attacks combined with the choice of characters adds enough strategy to make *Captain America* more interesting than the usual street-fighting games. There's even a training mode that allows you to practice your special



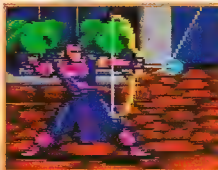
Cool Move #1:
The Jumping Attack. Press B to jump, Y for the regular attack, then use the directional button to attack from above. Here's a powerful drop kick.

attacks in competition with a fellow avenger controlled by a second player.

Captain America does suffer from a few flaws: The occasional slowdown doesn't hurt game play, but it does add to the overall "rough around the edges" impact of the game. Also, initiating a special attack is much too complicated—if you ended up with a *Mortal Kombat* finishing move, then it would be worth the effort, but the basic slide or charge in *Captain America* should have been given its own button.

■■■■■■■■■■

GP
Hawkeye battles the bad guys with powerful explosive arrows.

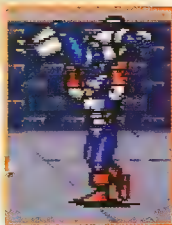


Activate the heroes' special weapons with the A button. Captain America demonstrates his boomerang shield.

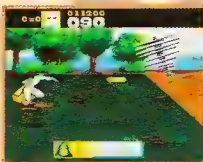


Hawkeye also has the best special attack. To perform his killer slide, press and hold A, launch yourself into a forward run, then tap A again when you near the other side of the screen.

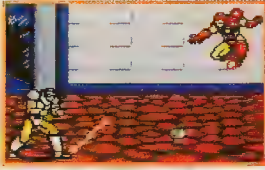
Cool Move #2: Toss that Peon. Lesser villains can be destroyed by slamming them against the concrete. Get directly beside them, pick them up with the Y button, then hit Y again to throw them.



Iron Man and Vision share the ability to fire energy bursts when you hit the A button.



The laser-blasting boys can also do the flight thing. Combine the two by jumping, then pressing A to fire while hovering in midair.



If you perform this laser-flight move during a particularly high jump, the laser blasts at an angle.

| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 7 |
| MUSIC | 5 |
| BELLS & WHISTLES | 7 |
| CONTROL | 6 |
| REPLAY VALUE | 6 |

OVERALL

6

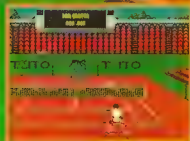
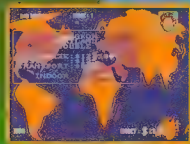
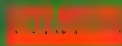
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Product Information Number 232

Cliffhanger

review

SONY IMAGESOFT
SUPER NES

2100 Colorado Avenue
Santa Monica, CA 90404

Patrick McGee

They couldn't leave you hanging any longer—would they or wouldn't they? Well, they did. Last summer's highest-flying action/adventure is now an SNES game. In *Cliffhanger*, you play Gabe Walker, a Rocky Mountain rescue ace, whose sole quest is to save your friends and pulverize the megalomaniac Qualen and his band of crazed fugitives.

Cliffhanger is a typical beat-up-the-bad-guys game, with seven levels of action that basically follow the movie's plot. You're searching for three metal cases that together contain \$100 million in cold cash. Once you have them, you can trade the money for the lives of your friends. Of course, you've got plenty of competition as you search for the money....



You get the weapons of the bad guys you beat up. For the best results, try to get your hands on a gun.



Don't stop when tailed by bats or an avalanche—just run and jump as fast as you can.



Always take a running jump to cross wide ravines. Regular jumps don't cut it.



Don't land too close to an edge, either.



These snipers fire in two-shot sequences. Try to time your movements and attack between blasts.

GP

The super-kick is your best defensive and offensive move, but use it sparingly—it really drains your energy.



Using a knife increases your attack power, but you can get in first licks by throwing it, too.



And don't forget that flying kick!

| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 7 |
| MUSIC | 6 |
| BELLS & WHISTLES | 2 |
| CONTROL | 4 |
| REPLAY VALUE | 2 |

OVERALL

4



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Product Information Number 138

Bram Stoker's Dracula

review

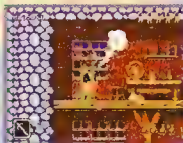
**SONY IMAGESOFT
GENESIS**

2100 Colorado Avenue,
Santa Monica, CA 90404

Billy R. Moon

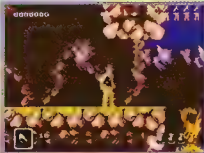
Bram Stoker's Dracula is loosely based on last fall's spooky movie extravaganza: As you may recall, that yuppie of yesteryear, Jonathan Harker, tries to rescue his fiancée from the evil fangs of Count Dracula.

This video game shares the movie's locales and primary villains, but it really doesn't follow the plot. In fact, the only consistent reminder of the game's inspiration is the videogame hero's resemblance to his big-screen counterpart, Keanu Reeves. But most game veterans will recognize a much larger resemblance to another vampire classic — the *Castlevania* games. *Dracula* follows the game play and atmosphere of that series almost shamelessly. Well, OK, *Genesis* needs a *Castlevania* game, and *Bloodlines* is still a few weeks away.

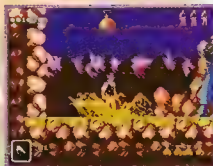


This monklIKE dude appears during each level to suggest

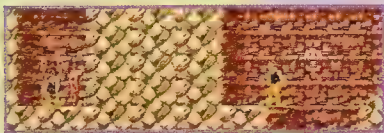
a weapon to use against the upcoming boss. Heed his words.



Spikes pop out of the ground without notice, so move slowly and watch closely.

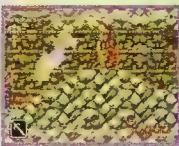


in for a quick strike, then quickly back off. It's time consuming, but effective.

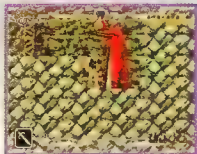


Energy refills are few and far between, so be sure to search thoroughly for the few available. Look for this flask in a secret room behind a wall on the second level.

You're chased by a trio of demon-possessed women after you face the dragon. Move as quickly as possible, but don't forget to watch for spikes.



Time to face old Dracul. His formula: stand still, shoot downward, shoot across. Your formula: attack, jump on left platform, return quickly to lower platform.



Open a secret trap door to locate the helpful monk. Move to the top right-hand corner of the room, then use your sword



to cut through the cord holding up this weight. Return to the bottom of the board to find the new passageway.



The evil vampire femmes return! Walk around aimlessly while they

fly in the air, then move quickly to avoid them when they land. Quickly slash away while they're earth-bound.

Don't panic if you don't have a good weapon as you face the boss. Simply wait for him to crack his whip, move



Facing another boss unprepared? This dragon pauses his fire-breathing after every third blast. Attack accordingly.

Unfortunately, *Dracula* may look like *Castlevania*, but it has so many rough edges that it'll cut ya if you're not careful. In addition to the unpolished sound and graphics, here's an example of game play: During much of the game, you must locate various special weapons that make boss-bashing easier. If you're killed in the middle of a level, however, you probably won't get the chance to nab the special weapon, so you end up losing more lives fighting the boss. That makes a contin-

ue feature more annoying than helpful. Combine that with an illogical damage system (step on a mouse, lose one container; impale yourself on a giant spike, lose one container) and several other minor grievances, and you come up with a game that just isn't as good as it should have been.

■■■■■■■■■■

GP

| | |
|------------------|---|
| GRAPHICS | 6 |
| SOUND FX | 6 |
| MUSIC | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL | 6 |
| REPLAY VALUE | 5 |

OVERALL

5

GAMETEK

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The Incredible Crash Dummies

review

**ACCLAIM
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Patrick McGee

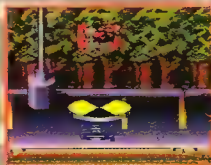
Normally, the only thing these guys have to worry about is doing a bang-up job in safety testing. That is, until the insane crash dummy known as Junkman kidnaps Dr. Zub. When that happens, everyone goes to pieces — of course, in safety testing, everyone is *always* going to pieces. But now you better pull yourself together and rescue the good doctor.

In *Incredible Crash Dummies*, you travel through four different zones — each with multiple stages, a mechanical-menace boss to dismantle, and a bonus stage. You're under a time limit, so you must quickly find the giant spring that launches you into the next area. Your biggest challenge, however, is keeping your head. And your legs. And your arms. Falling to pieces is rather easy when you consider the wide variety of unusual obstacles you must avoid. Watch out for pogo-parking meters, mini-tanks, circular saws, toy planes, exploding light bulbs, wrecking balls, land mines, runaway cars, and toxic goop ... just to name a few hazards.

The *Incredible Crash Dummies* has interesting levels, lots of specialty items, hidden screens, and tons of action. These characters may be dummies, but you'll find yourself cracking up more than they do.

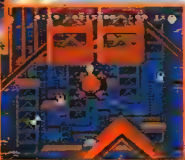
GP

Junkman has captured Dr. Zub!



These giant springs hurt you to the next zone.

Use airbags to reach new heights.

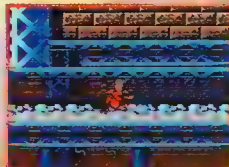


You get safety tips between stages.

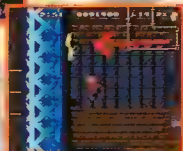


Climb on these light posts to reach bonus wrenches.

Use the sideways spring launcher to get past these ball-and-chain bozos.



Sometimes sliding is the only way to go.



Hit this sideways spring launcher and angle upward to reach a one-up.

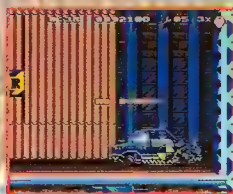


Beware of cars that fall out of the blue.

Take out the boss in this mad mixer by jumping on top, then trying to land on top again for continuous hits.



Throw a wrench at these fireball fiends, then lay low for a while.



You must avoid obstacles in this bonus stage to reach your maximum crash speed.

GRAPHICS 7
SOUND FX 8
MUSIC 7
BELLS & WHISTLES 5
CONTROL 6
REPLAY VALUE 7

OVERALL

7

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130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally)!!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

| | | | | | |
|---|---|---|---|---|---------|
| | | | | S | MYSTERY |
| | | E | | | |
| E | N | T | R | Y | W |
| | T | | | | WORD |
| | | | | M | |

WORD LIST and LETTER CODE chart

| | | | |
|-------------|-------------|-------------|-------------|
| ENTRY.....W | CHASE.....G | WINGS.....P | STORM.....E |
| MAJOR.....H | MICRO.....M | DREAM.....R | NINJA.....B |
| METER.....F | QUEST.....O | TURBO.....T | RULER.....S |
| RANGE.....A | TOWER.....J | FLINT.....I | HEAVY.....Z |

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

ENTER ME TODAY. HERE'S MY ENTREE FEE:

- ☐ (\$3.00) Video Game Contest
☐ (\$3.00) Media Rig Contest
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CLIP AND MAIL

King of the Monsters

review

**TAKARA
GENESIS**

230 Fifth Avenue, Suite 1201-6;
New York, NY 10001

Billy R. Moon

Although *King of the Monsters* has been around in various video-game formats (a sequel is already out), this is the first Genesis version. The plot, however, is the same: four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. Think of it as a *Street Fighter* game crossed with an old *Godzilla vs. Rathadon*-style B movie.

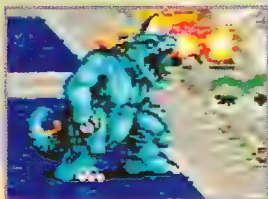
While that might sound like cheesy fun, the problem with *King of the Monsters* is that these monsters just aren't very interesting. Instead of quality B-movie antiheroes, you've got guys who look like they were rejected at *The Avengers* tryouts and went on a city-wide rampage in revenge.

What's more, once you peel off the warts and scales, the fighters are all the same. Sure, Beetle-Mania might perform an Atomic drop instead of a mere back-drop like the rest of the crew, but none of the characters really takes on a distinct personality. The individual scenes have that same sense of sameness. When you reach the final city, Tokyo, for example, it looks like just another generic city that happens to have an occasional hint of Japanese architecture.

Choose one of four monsters, then fight against a friend or the computer.

That generic quality goes for the technical aspects as well — especially in the graphics. If one blue guy is fighting another, it can be hard to tell where monster A ends and monster B begins. By the same token, the mundane music could drive you bonkers. And for a fighting game, *King of Monsters* has only the standard moves you've seen a thousand times before.

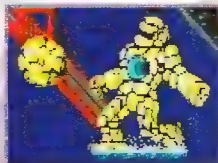
■ ■ ■ ■ ■ ■ ■ ■ ■ ■
GP



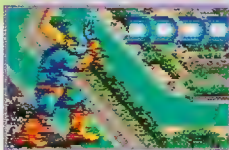
Geon's power weapon is the Flame Crusher — a stream of flame sure to take out anything in its path.



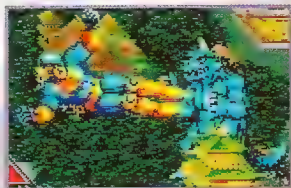
Beetle-Mania fires Beetle Missiles.



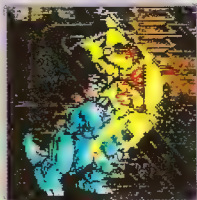
Rocky can crush opponents with his Rocky Bomber — a truly powerful weapon that bears many similarities to ordinary rock.



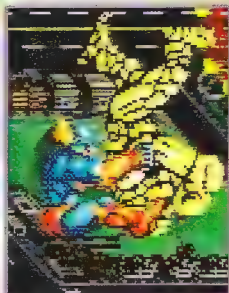
Astro Guy fires powerful Flash Waves, which distinguish themselves from Flame Crushers by their blueness.



Simultaneously press the C and A buttons to drop-kick your opponent.



Close in on your enemy, then press Down and A for a killer suplex.



Push Up and A to pile drive your opponent into the concrete.

| | |
|------------------|---|
| GRAPHICS | 5 |
| SOUND FX | 5 |
| MUSIC | 5 |
| BELLS & WHISTLES | 5 |
| CONTROL | 7 |
| REPLAY VALUE | 5 |

OVERALL

5

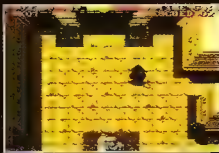
They've got a bullet with your name on it.



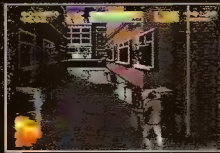
We're talking high-caliber criminals—Al "Scarface" Capone, Frank Nitti, the Ucnna boys . . . If you're going to mess with the most notorious outlaws of the 20th century, you'd better be Untouchable. Five missions. Three perspectives. Untouchable drama.



Build a case against Scarface in 1929 Chicago. The funny money factory makes phony greenbacks, but the bullets are real.



You're Eliot Ness, a former D.A. It's only natural that you're called in for a hostage rescue at the County Courthouse.



Ness, you gotta go this one alone. Capone's trigger-happy henchmen are battling with a rival mob for territorial rights.

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Product Information Number 222



Ocean of America 1855 O'Toole Ave.
San Jose, CA 95131 (408) 954-0201

Lock On

review

VC TOKAI SUPER NES

22904 Lockness Avenue;
Torrance, CA 90501

Erik Lundrigan

With the fall of the Soviet Union, military superpowers are forced to slash their budgets, resulting in a huge surplus of advanced hardware. High-tech weapons are soon appearing for sale on the international black market, and an unknown power has used the all-too-available hardware to attack a Middle Eastern country. It's your job to engage the enemy and destroy his forces.

Even though air-combat simulations have evolved to a shockingly real level, the good old-fashioned *Afterburner* arcade-style fighter games have survived. *Lock On* has taken this an extra step: combining air combat with ground-attack strike missions. The pace is fast, and there are always plenty of bogies at which to shoot.

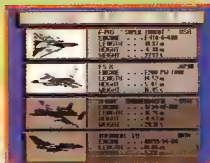
Lock On is tough at first — there are 22 enemies to destroy in your very first mission — but once you get the hang of the weapon systems, you should be knocking 'em out of the sky. You're given a choice between two aircraft at the beginning of each mission, and you can also adjust the number of missiles with which your plane is equipped. You probably won't need extra, however; there's an awful lot of ordnance slung under your wing. Since there's no pass-word feature, be sure to use the option screen and load up on credits before you begin.



Pay attention to your commanding officer. He briefs you on the current battle situation.

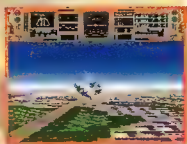


Make sure you choose the right aircraft for each mission. Each has its own good and bad points. The FS-X (an F-16 derivative) is great, but you can't go wrong in the Super Tomcat.



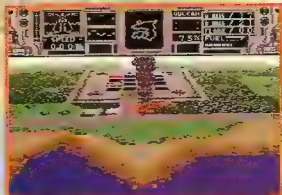
Radar-guided missiles are reliable, so use them frequently.

When the lock square appears, keep the enemy in front and hose him.



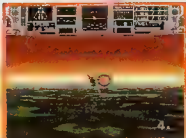
flares, too), then smack him with a missile. Repeat until he explodes.

The A-10 is the only ground-attack plane with a cannon, so it's always a good choice. Don't come in at too steep an angle, or you won't be able to pull up in time...



... and you'll become a smoldering hole in the ground!

You get a crack at a secret mission each time you complete two assignments successfully. Shoot down



these incoming ICBMs, and you're rewarded with extra planes.



Line up the enemy in front of you with your radar, wait for a lock square, and fire before he has a chance to shoot.



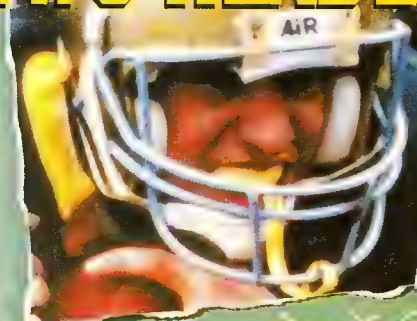
Do a loop to get behind someone on your tail. But remember to come out of afterburner once the maneuver is complete, or you fly right by him and take the lead again.

| | |
|------------------|---|
| GRAPHICS | 6 |
| SOUND FX | 7 |
| MUSIC | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL | 6 |
| REPLAY VALUE | 7 |

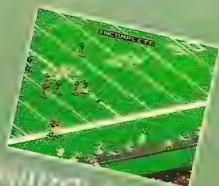
OVERALL

7

TWO-HEADED MONSTER.



FOR REAL SPORTS DRAWING



DIVINIZED SOUNDS



90 DAYS TO CHOOSE FROM

TWO GREAT SPORTS IN ONE GIANT VIDEO GAME!

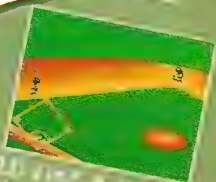
The outstanding Fun Entertainment, Inc. most exciting, full featured game with only Sports Illustrated game ever has great video game sports in a single package!

With Sports Illustrated CHAMPIONSHIP Football & Baseball you get ready to play action time, lively sounds, and intense graphics. So get the action and get the sound, and you can watch them live game to the action without leaving your seat.

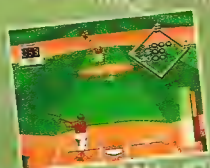
Sports Illustrated CHAMPIONSHIP Football & Baseball—two great sports in one video package cutting-edge from the leaders in the sports and action sports video game even comes (Sole)

Sports Illustrated

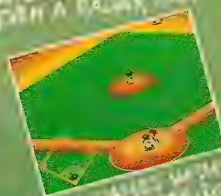
CHAMPIONSHIP FOOTBALL & BASEBALL



FOR LIKE A PRO WITH



LIFELIKE BASEBALL ACTION WITH A BAZAR LOOK



SWITCH BASEBALL ACTION CHANGING DISTANCES

Fun Entertainment, Inc.

SEMI-PROFESSIONAL ENTERTAINMENT SYSTEM

GAME BOY

MALIBU GAMES



Magic Boy

review

JVC
SUPER NES

3800 Barham Blvd.; Suite 305;
Los Angeles, CA 90068

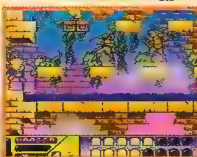
Jonathan Gagnon

Your name is Hewlett, and you've just found out that it's not easy being a wizard's apprentice. Keeping up with all those spell ingredients is tough, and mistakes have grave effects — as you discover. Instead of using parsley in a concoction, you've just used mercury, turning your boss into a colored elephant and all cute critters into mean monsters.

The only way to fix things is to nab the animals and throw them into jail cells until the wizard can repair the damage—if you're able to return him to his magical self! As you avoid dangers such as poison pools, slick platforms, and conveyor belts, you must capture the creatures. But if you spend too much time on any level, the animals begin to escape.

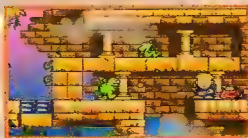
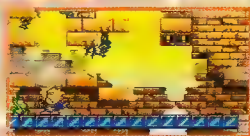
Magic Boy is a colorful, nicely done game with enough levels to keep you coming back for more.

GP

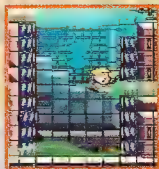


Jump cautiously — these poison pools are deadly.

The ice squares make moving tricky. Be careful not to slide into any enemies.

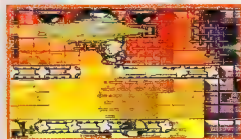
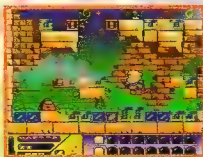


Be ready to duck — some enemies shoot at you.

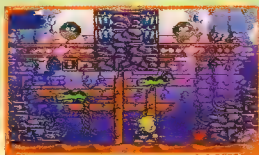


Lots o'springs. Like blocks, they help you reach high levels.

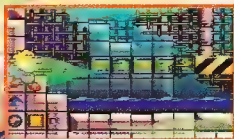
Use these blocks to reach higher levels.



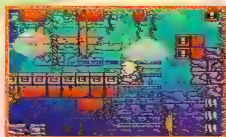
The conveyor belts in Future World can slow your progress.



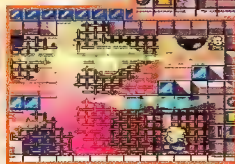
Shoot the eels in Wet World first, then move upward.



Jump here to get to the bonus stage.



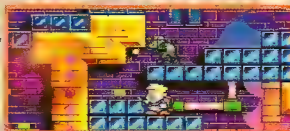
Jump fast across the disappearing blocks.



Look up before you leap in Plastic World.



Those dogs aren't for petting, so watch where you jump.



It's Woolly Dog — no cuddly creature but a shooting enemy!

| | |
|------------------|---|
| GRAPHICS | 8 |
| SOUND FX | 6 |
| MUSIC | 7 |
| BELLS & WHISTLES | 8 |
| CONTROL | 8 |
| REPLAY VALUE | 8 |





OVERALL



SIZZLE IN THE SAND!



Or get scorched on the court! It's your choice!
Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!

-  Digitized graphics and super fast action highlight the play!
-  One or two players compete against each other or both vs. the computer!
-  Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
-  Take your team all the way to the finals in your quest for the Gold Medal!



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Product Information Number 170



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Micro Machines

review

CODEMASTERS GENESIS

Lower Farm House, Stoneyporpe; Southam,
Warwickshire, England CV33 0DL

Jonathan Gagnon

If you've always dreamed of racing vehicles across pool tables, school desks, and bathtubs, then hold on to your helmet — welcome to *Micro Machines*. Who needs hot asphalt when you can race through your house as one of 11 different racers in one of nine different *Micro Machines* on 32 different tracks? There's no way you're going to tire from this game!

You can race in the Challenge level against all the racers, or you can go head-to-head with a friend. There are even bonus time trials if you're good enough to place first in three different races.

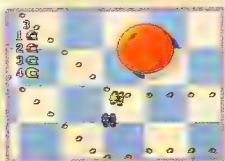
Unlike a lot of video games based on toys, *Micro Machines* is original, fun, humorous, and colorful. Since you can set the drivers' handicaps, you can decide how much challenge you want, and increase the skill level as you gain practice. But here's just a little advice: don't slip in the milk, that ruler is probably a bridge, and watch out for those bubbles!

GP



You can race in Challenge mode or head-to-head with a friend.

So which racer are you going to be?

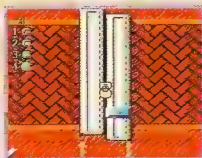


Stay inside the cereal track while avoiding the oranges.

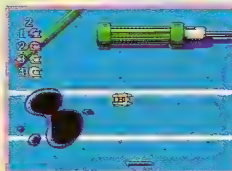


It's OK to drive on the box of Toppies cereal — it's part of the track.

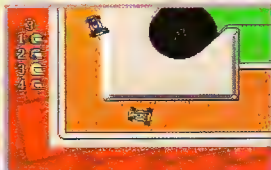
Cross the ruler, but watch out — it's easy to drive off its edge.



Use the playing card to get back on the pool table.

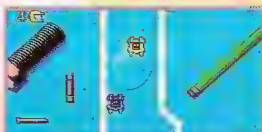
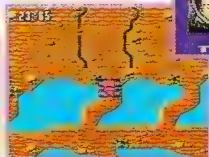


Oil slick: to be avoided.

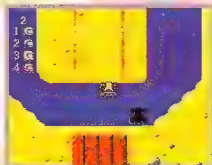


Make sure you slow down for corners!

You sink and lose time if you fall in the water during this bonus stage.



Bubbles cost you precious seconds, but you can gain time if you push your opponent into them.



Gain some speed before you jump the water.

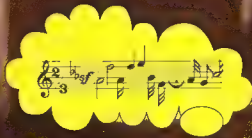
| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 5 |
| MUSIC | 6 |
| BELLS & WHISTLES | 6 |
| CONTROL | 8 |
| REPLAY VALUE | 8 |

OVERALL

7



$$E=MC^2$$



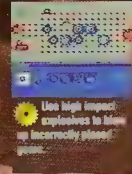
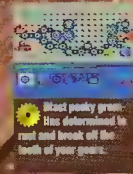
"Cogito Ergo Sum"

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or

two about birdhouse construction, and several key points with your essential tools, Bull-Head and Bully Things in Wood. "Bull-Head" Now, isn't it about time you gave yourself a real challenge? With *Bull-Head*, the most addictive puzzle game ever told, it takes seconds to learn, but a lifetime to master.

Product Information Number 227 **GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.**

Product information Number 227



The World Encyclopedia of English Football, edited by Simon King, C.F.A., is published by Cassell & Co. Ltd., London, N.W. 1. The book is available in paperback at £6.95.

Out to Lunch

review

**MINDSCAPE
SUPER NES**

60 Leveroni Court,
Novato, CA 94949

Patrick McGee

As Pierre le Chef, you're about to prepare your famous soup — when all your ingredients decide to make a run for it. You're only choice is to chase after your food to save your recipe from disaster.

You travel through 48 levels in six countries armed only with a big net and a massive appetite. Once you've stunned, jumped, or cornered a vegetable or other ingredient, you can put it in a cage for safekeeping. Get rid of the particularly nasty vegetables before they make mincemeat out of you!

Specialty items such as wooden spoons, flaming flambe, or magic aprons add spice to *Out to Lunch*, and secret bonuses and hidden levels are sweet to find. There's also a one-or-two-player option and a high-score table that keeps track of the lead chef.

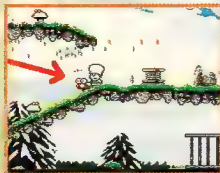
The only downfall in *Out to Lunch* is that the play control is a little weak — a big disadvantage when you spend your time chasing things. It's also difficult to judge your distance from the various food items. If you get too close, you're knocked down and drop all the food you've collected.

But *Out to Lunch* has a great game concept, and you have to admire the designers for its fun, but nonviolent theme. It's fun to chase after food that doesn't follow a set pattern, but instead runs from you with some intelligence. *Out to Lunch* lets you play with your food and not get in trouble for it!



The more ingredients you drop into the cage at one time, the more points you earn.

Jump on poisonous mushrooms twice to get rid of them.



Watch out for evil Chef Noir — he lets all the food out of the cage.



Don't overlook specialty items such as this one-up.



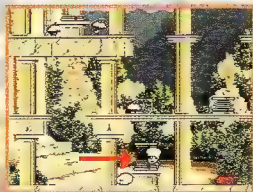
Super-jump off this spring to gain the magic apron, which gives you temporary invincibility.



If you find these bells, ring each one once (starting from the left), then grab the giant snowflake to enter a secret warp.



The snowmen in this bonus world want you to have a ball!



Use the teleporters to reach the different areas in Greece.



You get higher points for capturing cornered food.



Pick up extra points in the Fruit bonus world.

| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 6 |
| MUSIC | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL | 4 |
| REPLAY VALUE | 5 |

OVERALL

5

COMING SOON....



LICENSED BY
Nintendo

WITH 12 MEN
 OF POWER
 & TITANIC
 AND OTHER
 UNUSUAL
 SCENARIOS
 THIS IS THE
 ULTIMATE
 FIGHTER
 SERIES

CULTURE
 BRAIN

SUPER NINTENDO
 ENTERTAINMENT SYSTEM

Official
 Nintendo
 Seal of
 Quality

CULTURE
 BRAIN

ULTIMATE
 FIGHTER

Product Information Number 124

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Paperboy 2

review

**TENGEN
GAME GEAR**

P.O. Box 360782;
Milpitas, CA 95036-0782

Jonathan Gagnon

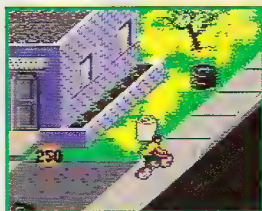
Grab your trusty bike — you've got a new route. In *Paperboy 2* for Game Gear, *The Daily Breeze* is counting on you to deliver the local news, sports section, and crossword puzzle to its many customers. But this ain't no joyride.

You must use your motorcross smarts to dodge runaway baby carriages, crazy skateboarders, and many unfriendly dogs, all the while keeping perfect aim with your stack of papers. *The Daily Breeze* doesn't listen to excuses — if you screw up, you're outta there.

If you played *Paperboy* for other systems, you know what to expect from this game. Likewise, if you liked it for other systems, you're going to enjoy this one. However, if you own the game already, there's nothing new here to entice you. Your only option is whether to play as a boy or girl, and the only differences between the two are a pink bike vs. blue and a ponytail vs. short cut.

GP

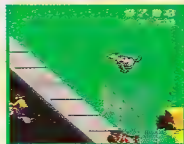
Aim is crucial if you want to pop the paper into the mailbox.



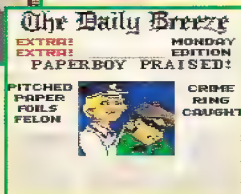
Look — a nice new car with shiny windows.



You can foil an attempted robbery by smacking the thief with a paper.



Dogs: the natural enemy of the paperperson.



Study your route to see where your subscribers live.



Water jumps are only part of the training course.



Keep up your stock by picking up extra piles of newspapers.

The Daily Breeze
EXTRA! EXTRA! GAME GEAR EDITION
NEW CARRIER JOINS!



ROUTE
EASY



PAPERBOY



PAPERGIRL

The Daily Breeze
EXTRA! EXTRA! MONDAY EDITION
PAPERBOY FIRED!

TEEN
CLOAKS
SPOOKS
DID
DAMAGE



"CANCEL
CARRIER
SCREAMS
MOB

Keep those subscribers happy, or it's *hasta la vista, baby*.

GRAPHICS 6
SOUND FX 5
MUSIC 5
BELLS & WHISTLES 5
CONTROL 6
REPLAY VALUE 5

OVERALL

5

What's it going to be — paperboy or papergirl?

STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead.

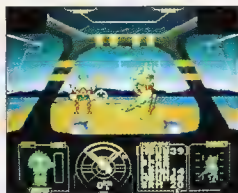
Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to

completing your ever more complicated missions.

Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.



FASA
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ACTIVISION®

Race Drivin'

review

**TENGEN
GENESIS**

P.O. Box 360782;
Milpitas, CA 95036-0782

Doug Brumley

Just when you thought driver's education taught you all you really need to know behind the wheel...

You learned to stay in your lane, keep a safe distance behind the car in front of you, and, most importantly, never, ever speed. Well, you'd better roll down the window and throw out that driver's ed mentality if you expect to get the most out of *Race Drivin'*. This Genesis cart is the home version of the arcade hit, but without the arcade's realistic steering wheel, pedals, and stick shift. Since you use only a normal controller, putting the car through its paces takes quite a bit more dexterity — especially when choosing to shift the car manually.

Although cruising along at speeds reaching 140 mph may give you quite a rush, colliding head-on with an oncoming 18-wheeler may not have the same effect. And taking a corkscrew at over 120 mph may be exhilarating, but one wrong move could be the equivalent of bungee-jumping without a cord. You get to relive all the fiery wrecks on instant replay, which takes you out of the driver's seat to give you an aerial view of the scene.

Precious seconds are added to

the clock as you pass various track checkpoints, but if you run out of time, your car dies in mid-vroom. Another timer keeps track of your lap time — if you beat the qualifying time on either the original or the super-stunt track, you're challenged by that track's defending champion. Beat him, and you become the champ.

In general, *Race Drivin'* doesn't capture the realism and excitement of its arcade counterpart. But for arm-chair racers, it's worth your time to buckle up and give it a test drive.

GP

Hop into a roadster, sportster, or speedster — whichever suits your fancy. Each car offers automatic or manual transmission.



Slow down for turns by tapping — not holding — the brakes.



Use the speed-limit signs before jumps and loops to know how much to speed up or slow down.



Race Drivin' offers three pre-designed tracks — autocross, super-stunt, and the original *Hard Drivin'* stunt-and-speed track. You can also design your own.



When you're coming off the loop on

the super-stunt track and heading for the corkscrew, make sure your car is centered in the right lane, then hold down the accelerator until you reach flat land again. Be ready for a sharp left turn when you leave the corkscrew....



Watch the instant replay to check out your more spectacular wrecks.



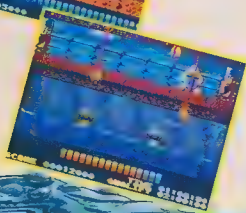
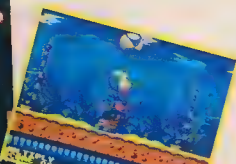
Beat the qualifying time to earn a shot at racing the track championship.

| | |
|------------------|---|
| GRAPHICS | 6 |
| SOUND FX | 7 |
| MUSIC | 7 |
| BELLS & WHISTLES | 5 |
| CONTROL | 5 |
| REPLAY VALUE | 6 |

OVERALL

6

You're Up Ship's Creek



If you sink you've seen everything, wait a minnow. Aquatic games is the wildest, wackiest sports game ever. Dive head first into Olympic events like the 100 Meter Splash, Eel leaping and Kipper Watching. It's a shell of a good time for everyone from parents to little squids!

You'll laugh so hard you'll wet your pants, but that's what's so fin-tastic about this game. Nobody will even notice! Individuals and teams. Up to 4 players.

 **SEIKA**
A SEIKA COMPANY

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Rex Ronan — Experimental Surgeon

review

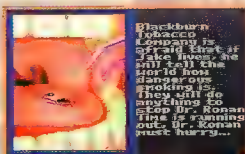
RAYA SYSTEMS SUPER NES

2570 West El Camino Real, Suite 309;
Mountain View, CA 94040

Jonathan Gagnon

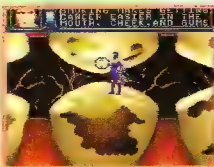
The tobacco industry had better watch out — there's a new hero in town: Rex Ronan. The goal of this doctor/hero is to stamp out smoking as well as fight the diseases brought on by that nasty habit.

As Rex, you bravely volunteer to be shrunk to near-microscopic size in order to perform highly experi-



Blackburn Tobacco will do anything in its power to stop Dr. Ronan.

When you reach a yellow circle, you must answer a true-or-false question about smoking.



mental laser surgery on a smoking victim. Your patient — or guinea pig — is Jake Westboro, who desperately needs something to eliminate the buildup on his teeth, the tar in his lungs, and the rest of his body's reactions to years of smoking. Making matters worse for poor Jake, a tobacco company has injected robots

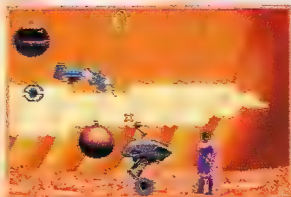
into him to keep the experiment from being a success.

OK, sure, *Rex Ronan* is an educational game that's a little heavy on the preaching. But it addresses a serious subject, and Raya Systems has done a good job of translating boring tobacco statistics into an action game. It doesn't do any harm to use game systems to educate and inform, and *Rex Ronan* is a fun, interactive way to relay a serious message to kids of all ages.

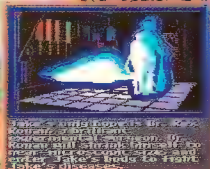
GP



Don't let the robots keep you from cleaning off the leukoplakia.

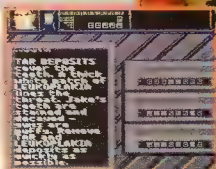


Slowly move from left to right and destroy each enemy you encounter — that way you're not fighting ten guys at once.



Jake Westboro once sold cigarettes, but now he's dying from them. His only hope is Dr. Rex Ronan.

The disease you're fighting is leukoplakia, a disorder of the mucus membranes.



Grab icons for firepower upgrades and other goodies.

| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 5 |
| MUSIC | 5 |
| BELLS & WHISTLES | 6 |
| CONTROL | 6 |
| REPLAY VALUE | 6 |

OVERALL

6

Rocket Knight Adventures

review

KONAMI
GENESIS

900 Deerfield Parkway;
Buffalo Grove, IL 60089

Chris Slate

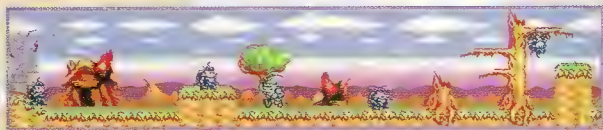
Konami has struck gold with one of its best 16-bit titles yet, *Rocket Knight Adventures*. As wily opossum Sparkster, it's up to you to lead the Rocket Knights into battle against the evil forces of Emperor Devotindos and Axle Gear, the Black Knight. These guys have terrorized the kingdom of Zebulos and taken its princess hostage. Is there no end to their villainy?

The game play in *Rocket Knight* is reminiscent of early 8-bit hits such as Capcom's *Mega Man*. There's a fresh challenge around every corner — the game never lags in any one place long enough to become tiring or repetitious. As in many action titles, much of the game's success rests on its star character. Is he easy to control? Is he well animated? Does he possess unique abilities that add to the overall structure of the game? Sparkster's answer is "yes" in every case — plus he's one good-lookin' possum.

Rocket Knight Adventures gives you the classic game play that established Konami back in the early days of video games, as well as the 16-bit graphics and state-of-the-art technology of today. Now all we need is a Sparkster/Simon Belmont team-up!

GP

Missiles rain down as Sparkster arrives in a war-torn future-cape — maybe he should have just stayed home.



Lightbulbs flash at Konami and a new hero is born — Sparkster the Rocket Knight!!!



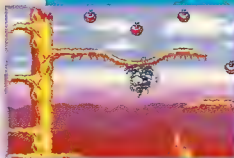
Big Bruisers



Rocket Knight's bosses are huge, and the fool soldiers aren't anything to sneeze at, either!



Sure they've got guns, tanks, monsters, and legions of troops, but Sparkster's got a prehensile tail!



Flying stages add variety by incorporating traditional shooter game play.



After clearing the spikes on the rail cart, be on the lookout for bomb-tossing pig soldiers.

Either stay in close or keep your distance to avoid their attack — just don't get caught in the middle.



| | |
|------------------|---|
| GRAPHICS | 9 |
| SOUND FX | 8 |
| MUSIC | 7 |
| BELLS & WHISTLES | 8 |
| CONTROL | 8 |
| REPLAY VALUE | 9 |

OVERALL

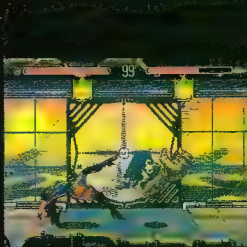


This tank gunner is only the first of the game's many large bosses. Fly over him when he hears the screen's left and attack him from behind.

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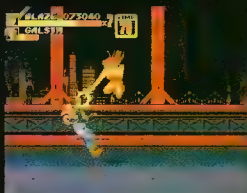


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Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.

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Blaze flattens Galsia with her karate chop.



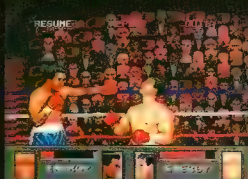
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Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T

Capcom's *Street Fighter II™*:
Special Champion Edition
Ryu takes a bite out of
Sagat when you use his
Dragon Punch.



Greatest Heavyweights
This round is over
when you left jab the
big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You
didn't.

figured it out. Your opponent
He's sitting over there moving his

SEGA™

thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With *Eternal Champions*, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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Product Information Number 225

H E N E X T L E V E L

Spellcraft

review

ASCII
SUPER NES

366A Lakeside Drive;
Foster City, CA 94404

Billy R. Moon

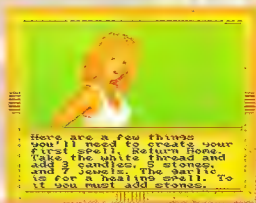
Spellcraft, as the name implies, is a role-playing game with heavy emphasis on building experience and using magical spells. At the beginning of the game, you're introduced to Garwayen, a great wizard, who immediately informs you he's picked you as his successor when he retires. To this end, you must travel through Valoria to learn magical abilities.

As *Spellcraft* progresses, you discover formulas for a multitude of spells, as well as the various elements and materials you must combine to make the magic work. Unfortunately, evil monster types are prevalent, and they'd love to see you fail.



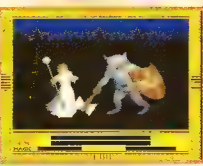
The great wizard Garwayen is your guide through Valoria. Heed the advice he gives each time you discover something new.

Garwayen also provides you with a faithful assistant Selina. She's a great help to you in the spellcasting department.



To cast a spell, discover its formula, then collecting ingredients. Once you have the required items, return to Stonehenge to mix it up.

Most enemies can be beaten with a simple series of dodges and blows. Coax the first

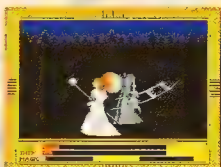


couple of monsters into attacking, then step aside to dodge their blows...



...then quickly counterattack after their weapons pass you by. You must dodge in a certain direction for each enemy attack.

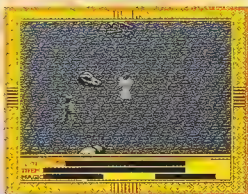
Dodge left when this guy swings his sword, but if he attaches



his head to its tip, dodge right. You can take him out with a relentless, steady attack.



Search each island thoroughly for magical balls that give you the formulas for your spells.



If you're killed in the real world, you must fight your way through the Dark World for a second chance at life. Unfortunately, your magic does you no good here.

Combat is handled in semi-real-time — similar to the interface in Electronic Arts' *Immortal* (and other games). Basically, you're on-screen with your opponent and can dodge his blows or lunge with one of your own. Most enemies can be defeated if you master a certain combination of dodges and blows. This may be appreciated by action fans, but role-players may prefer the menu-strategy arrangements more common to true RPGs.

As a whole, *Spellcraft* is a good game, but it's fairly generic. The cookbook approach to spellcasting is better than the overly complicated methods used by lots of magic-oriented RPGs, but that's really the game's only original element. *Spellcraft* depends on a dated gaming concept that just can't compete with more up-to-date RPGs. However, there *aren't* that many RPGs for Super Nintendo, so *Spellcraft's* release is worth celebration for that fact alone.

GP

| | |
|------------------|---|
| GRAPHICS | 7 |
| SOUND FX | 6 |
| MUSIC | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL | 7 |
| REPLAY VALUE | 5 |

OVERALL



Will they
save us, Ren?

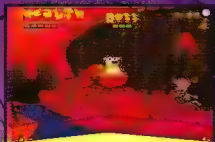
I hope so,
Stimpy...your breath
is keeling me!



Up to 16 lip-smacking levels of twisted
gameplay, man! Yes, sir, I like it!



Load up on putrid power-ups like stinky socks,
band-aids, Powdered Toast... even Log!



Bizarre graphics and voice tracks make you feel
like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoek & Stimpy are trapped in their
own TV show...and it's up to you to bust 'em out before
they fall victim to unsightly yellow build-up—or worse!

**All you have to do is help your heroes survive four of
their classic episodes—including an enchanted, yet
deesgusting journey through Stimpy's digestive system.**

**So don't just watch Ren & Stimpy—play Ren & Stimpy.
And don't forget your breath mints!**

VEED-IOTS!

THQ
ENTERTAINMENT SYSTEM

Nintendo
GAME BOY

T•HQ
SOFTWARE

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**Coming Soon to
GAME BOY**

We're Back! A Dinosaur's Story

review

HI TECH EXPRESSIONS SUPER NES

584 Broadway, Suite 1105;
New York, NY 10012

Patrick McGee

Thud, thud, thud... rumble... ROAR!
We're Back! is a new action game featuring the world's most visible extinct creatures — dinosaurs.

But unlike the critters running loose in Jurassic Park, the *We're Back!* dinosaurs are cute and friendly. You play Rex, a Tyrannosaurus Rex, one of a group of time-traveling dinosaurs running around New York City. Your friends have been kidnapped by evil Professor Screweyes, and it's up to you to rescue them.

Rex is a very unusual dinosaur; he can throw an endless supply of rocks and can climb trees, ropes, and buildings. Throughout each level, he collects dinosaur eggs and brain power — once he has enough brain power, he can perform the mighty Tail Swipe and Thunder Stomp. He can also call on one of four dinosaur friends for help. Woog knocks down walls, Dweeb fights anyone in your way, Elsa flies you to bonus areas, and Vorb provides extra brain power.

Each of the three levels in *We're Back!* has three zones. At the end of each level you must do battle

with the professor's latest weapon of destruction. The action is light-hearted, as befitting a game based on a kid's movie. It's not too elaborate, but it can be challenging — although different difficulty levels help even up the odds. You should check it out if for no other reason than to hear Rex's really cool roar.

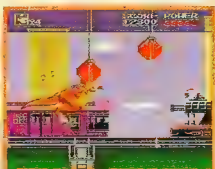
■■■■■■■■■■

GP



Don't stay on the tracks too long in the subway. That train really leaves you feeling run down!

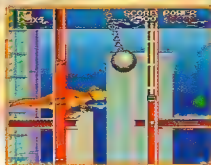
Once you find Elsa, you can fly to special bonus areas.



Don't lose your head when you're up against the Crazy Crane. Remember to duck under the scoops.



The construction site is extremely hazardous.

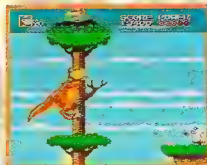


In Zone 1 of the Thanksgiving Parade level, call on Woog to knock down this wall — there's a one-up waiting!

The evil professors in the Balloon Blowout level drop bombs in V-shaped patterns. Duck under them, then jump on top of the gondola.



Climb all the trees in Central Park — there's a one-up in this one.



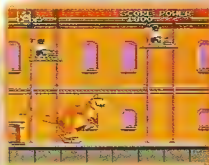
Look for the platform area in the zoo. It's loaded with brain power-ups.



Your final confrontation is with the evil professor and his mechanical dinosaur.

| | |
|------------------|---|
| GRAPHICS | 5 |
| SOUND FX | 9 |
| MUSIC | 5 |
| BELLS & WHISTLES | 7 |
| CONTROL | 6 |
| REPLAY VALUE | 5 |

OVERALL



Use your super-run to avoid these falling scaffolds in Manhattan, Zone 2.

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The Wizard of Oz

review

SETA
SUPER NES

105 East Reno Avenue, Suite 22;
Las Vegas, NV 89119

Billy R. Moon

Forget the classic L. Frank Baum books — this video game is strictly based on the equally classic 1939 film. Since the average viewer has had the pleasure of watching that particular movie at least 56 times, it should be obvious what to expect in a video-game adaptation. Unfortunately, this title doesn't quite make the trek down the yellow brick road.

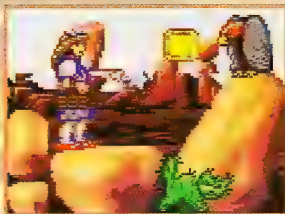
The problem with *The Wizard of Oz* is that if it's going to be based on the movie, it should stick to the plot. The action that follows Dorothy is obvious filler, while the *real* action scenes — such as the tornado that brings her to Oz — are used only as an intro sequence. By the same token, Dorothy's visit in Munchkin Land is reduced to one scene in which you invade Munchkin homes and fight their furniture while collecting jewels to throw at frogs and lemons (!).

The Wizard of Oz also manages to fall short in the technical department. It takes some effort, for example, to recognize the songs used in the soundtrack, despite the fact that it's one of the most recognized musicals ever. The *notes* are there, but the hollow-sounding instrumentation results in an overly muddy sound that only gets worse if you connect the SNES to a quality stereo.

The simple fact of the matter is that this cart doesn't take advantage either of the SNES capabilities or the movie on which it's based. It's not a bad game, per se, but with the material Seta had to work with, it could have been a whole lot better.

■■■■■■■■■■

GP



Dorothy's primary weapons are jewels and yellow bricks that she throws at her enemies. Her supply is limited, though, so use them sparingly.

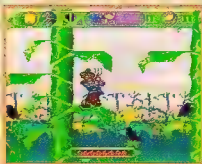
Enemies that aren't hopping or flying can usually be taken out with a solid kick.



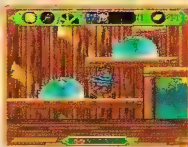
Check the treetops for any magic energy bubbles that might be floating around.



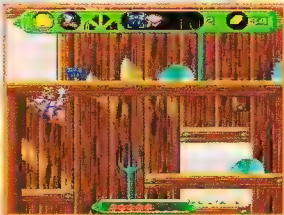
Replacing Dorothy's ruby slippers with winged shoes allows her to float in the air.



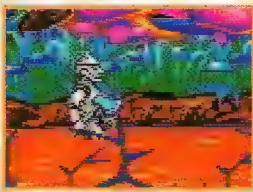
You spend a lot of time in the cornfields, where crows are a constant problem. Once you've rescued the Scarecrow, switch to his character and scare away the birdies.



inside, use the Scarecrow to chop away those nasty saw blades...



...then switch back to Dorothy and float to the upper left. Once you've gotten the magic bow, exit the mill, then reenter and repeat the process until your floating shoes run out of juice.



Since the Tin Man is made of metal, he can walk safely through some of the swamps that fry his fellow travelers.

| | |
|------------------|---|
| GRAPHICS | 6 |
| SOUND FX | 6 |
| MUSIC | 7 |
| BELLS & WHISTLES | 6 |
| CONTROL | 7 |
| REPLAY VALUE | 8 |

OVERALL

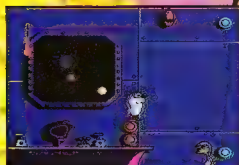
6

Oh man, we'll
be rich!

Happy, happy,
money, money!!



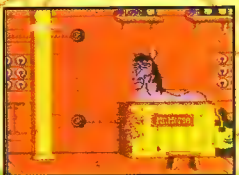
The
REN & STIMPY
Show™



Lead your heroes through 12 hilarious
Channels—all based on actual episodes
of The Ren & Stimpy Show.



Toasterific power-ups like glazed hams,
money bags... even homing chickens.



Cool graphics and voice tracks make
you feel like you're in the show.
Yo! Mr. Horse™.

Tired of surviving on your meesly allowance? Then test out
Stimpy's new invention—The Gametron 5000 Moneymaker.

The Gametron 5000 pays you for playing video games with
Ren & Stimpy! All you gotta do is save the planet, kidnap
Mr. Horse, and rescue the bea-u-ti-ful Maid Moron . . .
It's easy money, man—you'll be a meellionaire!

So let some other eediot mow the neighbor's lawn. It's time to
play Buckeroo\$—and make meillions the Ren & Stimpy way.

BUCKEROO\$!

LICENSED BY:

Nintendo



Product Information Number 112

AHEAD OF THE GAME

When you're in the biz, you hear things. Strange things. Disturbing things. Things that no man, woman, or child should ever know. Sometimes we hear game stuff, too.

For instance, Sega's *Virtua Fighters* will be coming to Genesis in late '94 after its stint as an arcade game. Look for the same polygon technology as in Sega's *Virtua Racing*. • And speaking of fighting games, American Sammy will bring *Survival Arts* to arcades in early '94 and possibly to home platforms soon after. • Even though Bandal won't be showing at the Winter CES, don't count it out. Its *Mighty Morphin' Power Rangers* toys are at the top of the charts and primed for SNES and Genesis release sometime next spring. • Argonaut will develop for Electro Brain the first third-party Super FX game, called *Citadel*. • You *knew* it had to happen — Sega has the license to *Barney the Dinosaur*. • FCI, not American Sammy, will be releasing the long-delayed *Might and Magic III*, the mouse-compatible RPG for Super Nintendo. If you

can find a copy of Razorsoft's *Stormlord* that contains the "show-all" fairies, grab it — it's the hottest collectible since Tengen's original *Tetris*. • Congratulations to ASCII, recently

named vendor of the year by Toys 'R' Us! That's a lot of rapid-fire, fellas! That's it. My brain hurts.

—C.S.

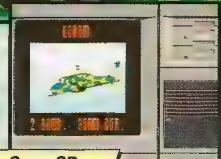
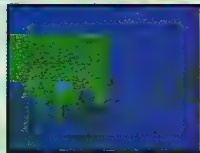
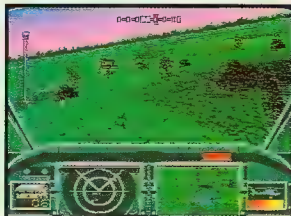
The Games We Wanna Play

- 5 Jurassic Park CD:** Where is it? Where!?! Sure good games take time to program, but at this rate JP CD must be the best game ever!
- 4 Genesis Shadowrun:** Sega's *Shadowrun* still hasn't seen the light of day, but new projects like the Johnny Mnemonic movie have put us in the mood!
- 3 NBA '94: Bulls vs. Suns:** Look for fast, smooth-moving players and hot new features. Plus, it's the only way you'll see Jordan play again (sob!).
- 2 Speed Racer:** Speed's cool an' all, but what I *really* wanna see is Pops Racer back in action! Yeah! He'd whip 'em all — even the monkey!
- 1 Castlevania: Bloodlines:** Konami's bad-boy Belmont is still *numero uno* this month. You sick, twisted *Mortal Kombat* fans will love the blood 'n' gore!

AH-3 THUNDERSTRIKE

Jungle Strike fans will love *AH-3 Thunderstrike* — it puts you right in the cockpit! JVC takes full advantage of Sega CD's advanced scaling-and-rotation effects with full-throttle, in-your-face warfare! There are a number of top-secret missions from which to choose, including a raid on arms-runners, battling river pirates, liberating a town, and much more.

The sound, music, and game play are very cutting-edge, from serious military debriefings with live audio to your screaming missiles. I'm tellin' ya, this is one *hot* game!



| Sega CD | |
|----------------------|-----------|
| PUBLISHER | DEVELOPER |
| JVC | Core |
| megs:n/a/action/sim/ | Dec./Jan. |

ALADDIN

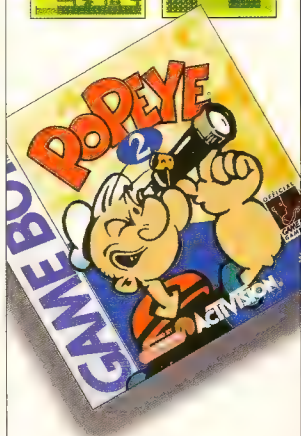
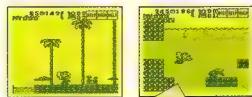
With all the attention the Genesis *Aladdin* is receiving, many players may have forgotten that Capcom's been slaving away on a SNES version of the record-breaking cartoon. Even though this version has no ties to Sega's game, much of the action is similar because both games follow the movie's plot so closely.

As the young "street rat" Aladdin, you must save the beautiful Princess Jasmine and restore freedom to the people under Jafar's tyrannical sandal. With only the loyal Abu at your side, it's not going to be easy — you're in for a lot of fun, though!



EAT YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.



ACTIVISION®

Popeye is a registered trademark of King Features Syndicate, Inc. and The Hearst Corp.

Product Information Number 104

Coming **December 11th** to

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CHAMPIONS**

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MEG!**

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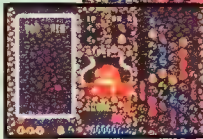
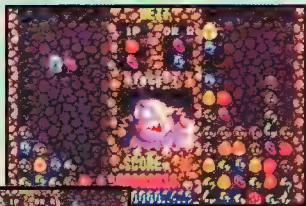
Limit one coupon per customer and per purchase. Coupon not transferable, and may not be used with other coupons. May not be used as payment on Sears Charge or Discover Card account. Retail purchase only. Void where prohibited. Cash value 1/20 cent. Good through March 31, 1994.

**SEARS
FUNTRONICS**

DR. ROBOTNIK'S MEAN BEAN MACHINE

He's big, he's bald, he's the man you *love* to hate — he's Dr. Robotnik! Sonic's archenemy has somehow managed to wrangle his own Genesis game, aptly titled *Dr. Robotnik's Mean Bean Machine*.

In it, the evil doctor is up to his old antics, this time menacing the poor people of Mobius. He's using his Mean Bean Machine to turn them into evil robots! Usually Sonic steps in at this point, but he's nowhere to be seen this time. So it's up to you to save the good folks of Mobius by pairing them into teams so they can escape the Tetris-type puzzles.

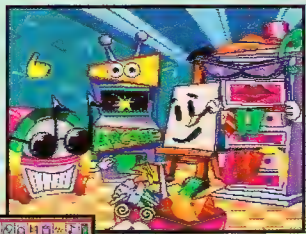


| Genesis | DEVELOPER |
|-----------|-----------------|
| PUBLISHER | Sega of America |
| 4 megs. | puzzle |
| | December |

FUN N' GAMES

Is the weather outside just frightful? Are all your friends out of town for the holidays? Maybe you're grounded and can't get to the mall. Never fear! Tradewest has just the solution — *Fun N' Games*, the ultimate package of video-game activities!

This one cartridge contains the Dynamite Drawing Board, the Magic Music Machine, *Stylin' Stuff*, *Mix 'N' Match*, and *Arcade Adventure* (this one's three games in one)! *Fun N' Games* is custom-made for younger players, but gamers of all age should enjoy these zany, creative games. Dare I say it? It's fun for the whole family!

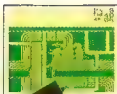
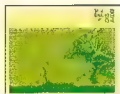


| Genesis | DEVELOPER |
|-------------|--------------|
| PUBLISHER | Tradewest |
| 4 megs: n/a | activity |
| | release: n/a |

CLAW

YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's *Alien vs. Predator: The Last of His Claws*! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.



ACTIVISION®

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Product Information Number 104

PLAY MECHWARRIOR AND WIN!

**MECHWARRIOR
CONTEST!**



ACTIVISION®

How many types of BattleMechs are there in MechWarrior?

1 GRAND PRIZE

5 SECOND PRIZES

10 THIRD PRIZES

Way cool **MechWarrior**
Baseball Jacket with
genuine leather
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PLUS

MechWarrior
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Lifelike **MechWarrior**
Model by Horizon! This
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A \$90 value!
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MechWarrior
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Ral Partha figures!
Set of Four 3-inch

Miniatures of
MechWarrior

characters!
PLUS

MechWarrior
for Super NES!

ALL ENTRIES MUST BE RECEIVED BY FEBRUARY 15, 1994

MAIL TO: Game Players MechWarrior Contest
P.O. Box 29364
Greensboro, NC 27429

QUESTION: How many types of BattleMechs are there in MechWarrior?

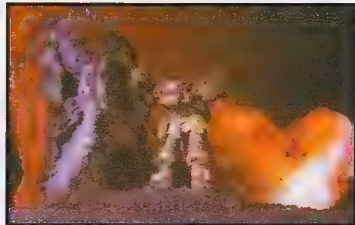
ANSWER: _____ (Answer found on every box!)

Name _____

Address _____

City _____ State _____ Zip _____

Telephone # _____



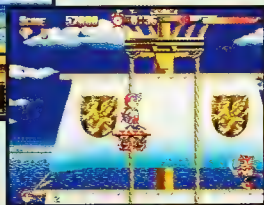
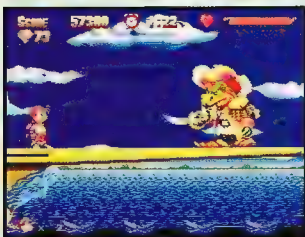
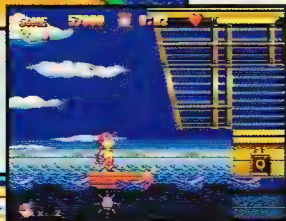
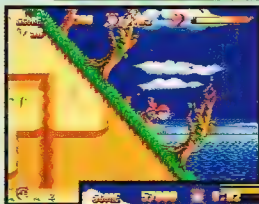
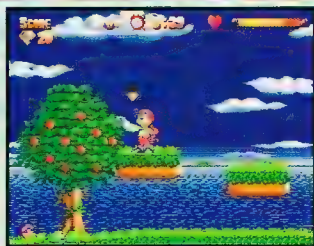
No purchase necessary. MechWarrior is a registered trademark of Fasa Corporation. All rights reserved. Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. GP Publications, Inc. is not affiliated in any way with Nintendo of America Inc. One entry per person. To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age, and the words "Game Players MechWarrior Contest" on a 3" x 5" piece of paper and mail to Game Players MechWarrior Contest, PO Box 29364, Greensboro, NC 27429.

For a complete set of contest rules and prize values, send your request in a self-addressed stamped envelope by 2/15/94 to the above address.

HIGH SEAS HAVOC

The seven seas will never be the same now that Brutal Bernard is once again searching for treasure — and not just *any* treasure, but the magical gem Emerelda. The villain has stolen the map leading to Emerelda, and if he finds her, he can rule the world. Can anyone stop the scallywag? Certainly: Capt'n Havoc is already swashbuckling into action!

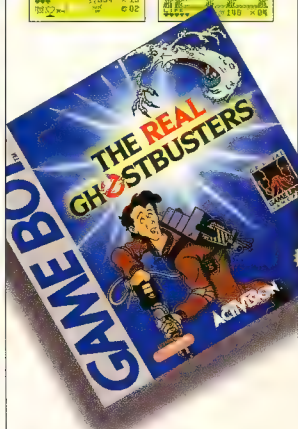
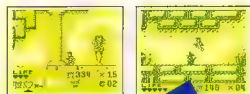
This new Genesis game from Data East isn't exactly an *Uncharted Waters* simulation — it's a light-hearted adventure in which you must collect treasure and rescue kidnapped friends. Its 13 stages take you out of your pirate ship, too, and across land and up mountains. Get your sword and running shoes ready!



| Genesis | |
|-----------|----------------------|
| PUBLISHER | DEVELOPER |
| Data East | n/a |
| megs: n/a | action/adv. December |

RAISE YOUR SPIRITS

It's fiendish fun for everyone with The Real Ghostbusters. Look for hidden keys and secret passages in the haunted mansion while fighting off fearsome phantoms and neutralizing negative auras through 51 challenging levels! The Real Ghostbusters. Outrageous, hair-raising fun from Activision, only on your Nintendo Game Boy System.



ACTIVISION®

The Real Ghostbusters is a trademark of Sony Pictures Entertainment, Inc.

Product Information Number 104

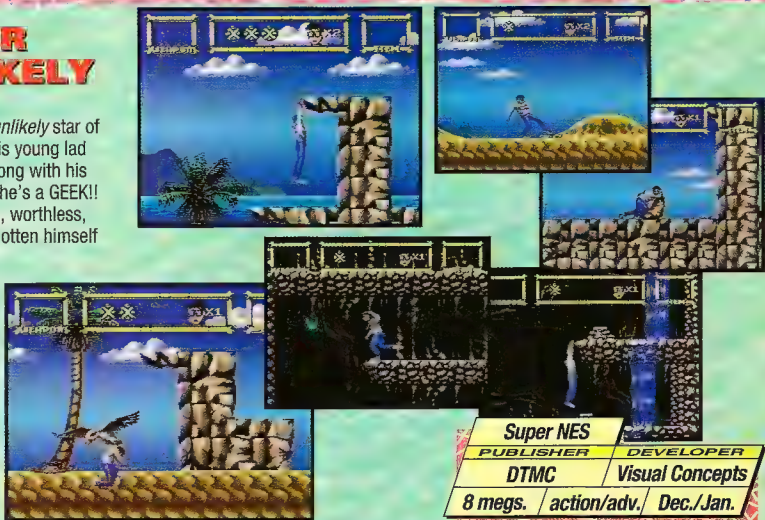
reserve the right to refuse any purchase or sale.

LESTER THE UNLIKELY

Lester the *Unlikely* is the *unlikely* star of DTMC's holiday lineup. This young lad Lester doesn't quite get along with his fellow chums — because he's a GEEK!! That's right, he's a clumsy, worthless, washed-out moron! He's gotten himself into a ton of trouble, and he expects *you* to get him out of it!

AAARRGGGGHHH!!!

But... it might be kind of *fun* — now that we think about it, you get to set Lester against mean birds, creepy plants, cannibals... this just might prove to be interesting, after all!



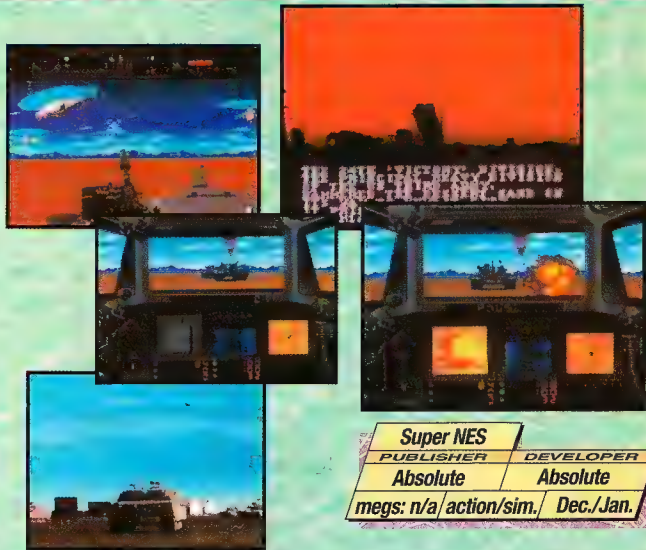
| Super NES | |
|-----------|-----------------------|
| PUBLISHER | DEVELOPER |
| DTMC | Visual Concepts |
| 8 megs. | action/adv. Dec./Jan. |

SUPER BATTLETANK 2

They're sending you *back* — back to the heat of the desert, back to the heat of combat. And *this* time, it's not going to be easy. It *will* be a whole lot of fun, though!

Super Battletank 2 is the land half of Absolute's war simulation double-header, dropping you back inside your trusty M1A2 Abrams tank to head behind enemy lines once more. As with *Turn and Burn*, *Super Battletank* has its share of new features, such as full-motion video of enemy armament being blasted to bits.

Fans of the first *Battletank* can expect the same high-quality graphics and sound in this game that made the original such a winner. No doubt about it, Absolute's coming out with its guns a-blazin'!



| Super NES | |
|-----------|-----------------------|
| PUBLISHER | DEVELOPER |
| Absolute | Absolute |
| megs: n/a | action/sim. Dec./Jan. |

GAMES GALORE

We Now Carry Neo Geo at Fantastic Prices

SNES • SPORTS

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SNES • RPG

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SNES • SHOOTER

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SNES • ADVENTURE

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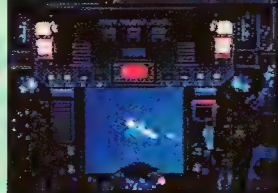
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Super NES
PUBLISHER DEVELOPER
Absolute Absolute
megs: n/a action/sim. Dec./Jan.

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Best of the Best

Still stuck trying to decide which game to ask Santa to sneak under the tree? Afraid Grandma will end up wrapping a Sega Master System title? Fear not, for behold — it's our year-end "Ultimate" award winners list. These games, for those of you who have not been paying attention, are those that scored a 9 or 10 on our ultra-tough rating scale. They're foolproof titles we guarantee you'll enjoy. So slip this list under your parents' pillow and remember *Game Players* when you get your wish this holiday season.



"Ultimate" Award Winners

1993

| | |
|---|---------------------------|
| <i>Aladdin</i>
(Genesis/Sega of America) | November, 6#11 |
| <i>Batman Returns</i>
(Super NES/Konami) | April, 6#4 |
| <i>Eternal Champions</i>
(Genesis/Sega of America) | December, 6#12 |
| <i>The Legend of Zelda: Link's Awakening</i>
(Game Boy/Nintendo of America) | November, 6 #11 |
| <i>Millennium Rechargeables</i>
(peripheral/Gates Energy) | December, 6#12 |
| <i>Mortal Kombat</i>
(Genesis/Acclaim) | October, 6#10 |
| <i>Mortal Kombat</i>
(Super NES/Acclaim) | October, 6#10 |
| <i>NHL Hockey '94</i>
(Genesis/Electronic Arts) | November, 6#11 |
| <i>Rocket Knight Adventures</i>
(Genesis/Konami) | December, 6#12 |
| <i>The Secret of Mana</i>
(Super NES/Square Soft) | December, 6#12 |
| <i>Shining Force</i>
(Genesis/Sega of America) | September, 6#9 |
| <i>Star Fox</i>
(Super NES/Nintendo of America) | April, 6#4 |
| <i>Street Fighter II</i>
<i>Special Champion Edition</i>
(Genesis/Capcom) | June, 6#6 |
| <i>Street Fighter II Turbo</i>
(Super NES/Capcom) | October, 6#10 |
| <i>Super Black Bass</i>
(Super NES/Hot-B) | August, 6#8 |
| <i>WWF Royal Rumble</i>
(Super NES/LJN) | August, 6#8 |
| <i>WWF Super Wrestlemania</i>
(Genesis/Flying Edge) | Sega Guide! Feb./Mar. 4#1 |
| <i>Yoshi's Cookie</i>
(Super NES/Bullet-Proof Software) | May, 6#5 |





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* Moves from Street Fighter II CE™ are based on media reports since the game was not released at the time of production.

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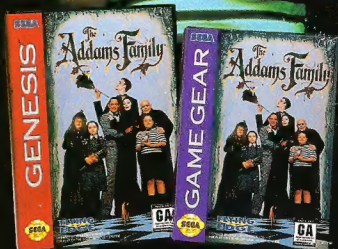
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